JUNE 2019

GPOSERS

ジーポーザーズ



INTO THE LIFESTREAM

VOLUME 11

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Collection



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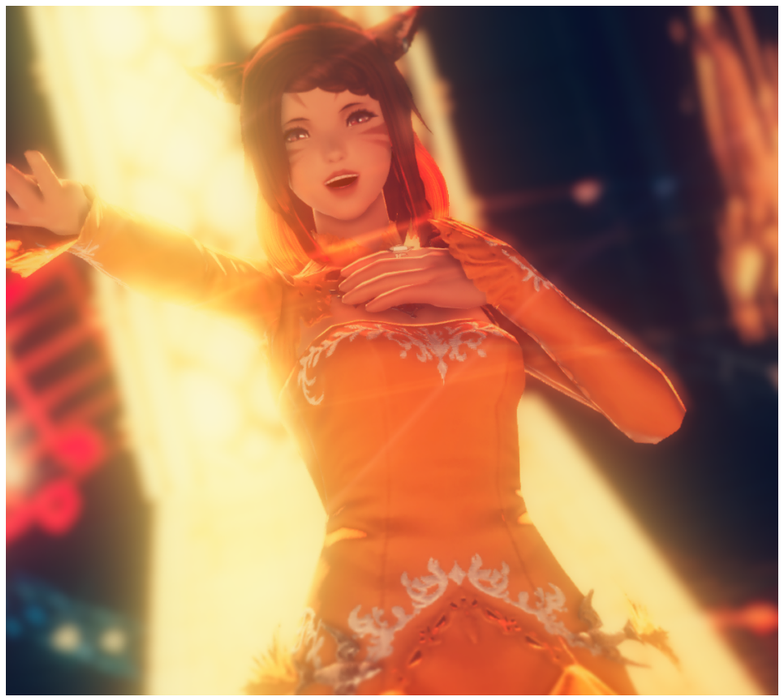
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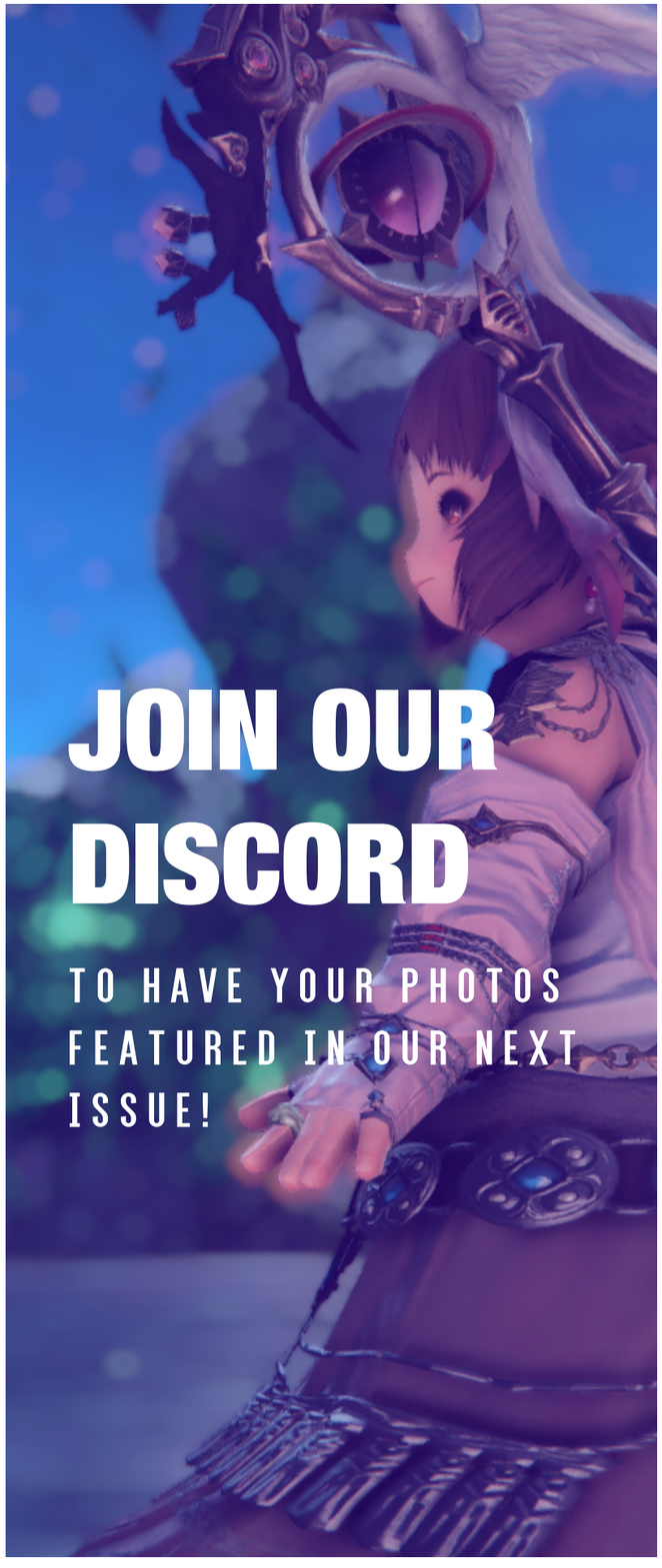




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LIGHT OF THE CRYSTALS

COMMUNITY COUTURE

コミュニティ・クチュール

VI

TERRA BRANFORD

Whew, this one is an expensive Mog Station-based glamour but definitely worth it for a fan of Final Fantasy 6! Most every item comes from a full set (the head, legs, and shoes), but the two others can be obtained in-game. The chest was the worst one to get simply from the amount of runs I did to have a chance at obtaining it! The arms were a simple trip to the local Market Board.

BY MYRRAH JUTAH OF BALMUNG

JutahMyrrah









GEAR LIST

FOR TERRA

FAR EASTERN BEAUTY'S HAIRPIN
Dye: General-purpose Pastel Pink
Obtained: Mog Station

BONEWICCA SOOTHER'S CHESTPIECE
Dye: Dalamud Red
Obtained: Swallow's Compass

REPLICA HIGH ALLAGAN GLOVES OF HEALING
Dye: Dalamud Red
Obtained: Crafted (LTW Lvl. 60) / Market Board

STARLIGHT TIGHTS
Dye: General-purpose Pure White
Obtained: Mog Station

FAR EASTERN MATRIARCH'S BOOTS
Dye: Dalamud Red
Obtained: Mog Station

SCION LIBERATOR'S EARRINGS
Obtained: Mog Station



VII CC

CISSNEI

The Scions of the Seventh Dawn are not the only group to manage the safety of their realm. Donning their classic suits, members of the Turks may be spotted in Eorzea if your eyes are sharp enough to catch a glimpse! This glamour itself is available to all players, available at the Ul'dah markets as early as item level 1. It is made up of a three piece novelty gear set: Best Man's Jacket, Best Man's Slacks, & Best Man's Gaiters. Combine with your favorite class and other accessories such as gloves or weapons to match your favorite agent from the Final Fantasy VII games!

BY LILY LICORIS OF GOBLIN

lycoris.ffxiv









GEAR LIST

FOR CISSNEI

BRONZE KNIVES
Obtained: Crafted (BSM Lvl. 8) / Geraint - Old Gridania (235 Gil)

BEST MAN'S JACKET
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 50) / Rianne - Ul'dah (18,000 Gil) / Market Board

PAGOS FIELD DRESSING
Dye: Soot Black
Obtained: The Forbidden Land, Eureka Pagos / Market Board

BEST MAN'S SLACKS
Dye: Soot Black
Crafted (WVR Lvl. 50) / Rianne - Uldah (12,000 Gil) / Market Board

BEST MAN'S GAITERS
Crafted (LTW Lvl. 50) / Rianne - Uldah (6,000 Gil) / Market Board



VII

YUFFIE KISARAGI

Based on Yuffie's original outfit from Final Fantasy VII. Most of the gear is easy to obtain excluding the event headband which can be replaced at high level with better items.

BY MIRIMELE GREYWOLFE OF ZODIARK

MirimeleFFXIV mirimele_greywolfe









GEAR LIST

FOR YUFFIE



AMATSU HACHIGANE
Obtained: A Journey To Remember (The Maiden's Rhapsody Event) / Future Mog Station Item



ANEMOS GAMBISON
Dye: Marsh Green
Obtained: The Forbidden Land, Eureka Anemos / Market Board



FINGERLESS GOATSKIN GLOVES
Dye: Mesa Red
Obtained: Crafted (LTW Lvl. 25) / Domitien - Old Gridania (1,282 Gil) / Market Board



EXPEDITIONER'S PANTALETTES
Dye: Ul Brown
Obtained: Crafted (WVR Lvl. 60) / Market Board



SPRING SHOES
Dye: Mesa Red
Obtained: Kasumi - Gold Saucer (5,346 Gil)



VIII

SELPHIE TILMITT

Booyaka! If you're ready to uncover the secrets of SeeD and your past, this is the outfit for you! As a look that radiates positivity, let its bubbly yellow dress and comfortable boots help you smile and bounce your way into everyone's hearts. Let the world know that you are a ray of sunshine in a world full of evil sorceresses, dark secrets, and Garden Festivals that need to be planned.









GEAR LIST

FOR SELPHIE



SOUTHERN SEAS SWIMSUIT
Dye: Honey Yellow
Obtained: Mog Station



REPUBLICAN MEDICUS'S WRIST TORQUE
Dye: Soot Black
Obtained: Storm Sergeant - Wolves' Den Pier (2,000 Wolf Marks)



SOUTHERN SEAS TANGA
Dye: Honey Yellow
Obtained: Mog Station



HIGH SUMMONER'S BOOTS
Dye: Bark Brown
Obtained: Mog Station



FILIBUSTER'S CHOKER OF HEALING
Obtained: Sohm Al (Hard) / Baelsar's Wall



VIII

QUISTIS TREPE

This glamour is based off of everyone's favorite SeeD: Quistis Trepe from Final Fantasy VIII. Most of the gear is easy to obtain, save for the skirt(s). The Griffin Leather Skirt of Maiming and the Ghost Barque Skirt of Striking can be used as alternatives for dragoon, monk, and samurai respectively.

BY EMERALD GEMBLOSSOM OF GOBLIN









GEAR LIST

FOR QUISTIS

CONTEMPORARY PINCE-NEZ
Dye: General-purpose Pure White
Obtained: Crafted (GSM Lvl. 23) / Market Board

VINTAGE DOUBLET VEST
Dye: Coral Pink
Obtained: Crafted (WVR Lvl. 38) / Market Board

WITCH'S GLOVES
Dye: Wine Red
Obtained: Mog Station

GRIFFIN LEATHER SKIRT OF FENDING
Dye: Coral Pink
Obtained: Crafted (LTW Lvl. 60) / Market Board

EXPEDITIONER'S THIGHBOOTS
Dye: Kobold Brown
Obtained: Crafted (LTW Lvl. 60) / Market Board

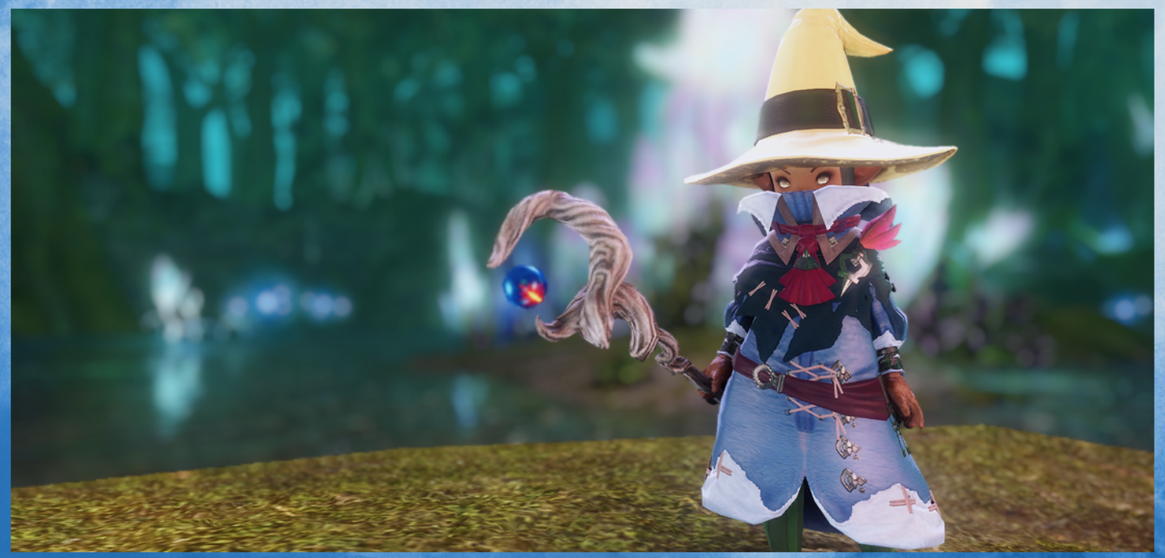


IX

VIVI ORNITIER

Protect your friends no matter what the cost. Who cares if you were manufactured for war? Show them what you can really do with the life they gave you—let the world know that even automata have heart.









GEAR LIST

FOR VIVI



KUM KUM STAFF
Obtained: Gold Saucer Attendant - The Gold Saucer (100,000 MGP)



VANYA HAT OF CASTING
Dye: Desert Yellow
Obtained: Crafted (WVR Lvl. 50) / Market Board



AUGMENTED WIZARD'S COAT
Dye: Othard Blue
Obtained: Kakalan - Mor Dhona (1 Wizard's Coat, 2 Wizard's Attire Augmentation)



DINOSAUR LEATHER GLOVES
Dye: Chocolate Brown
Obtained: Crafted (LTW Lvl. 60) / Market Board



SERPENTSKIN TIGHTS OF CASTING
Dye: Ochu Green
Obtained: Crafted (LTW Lvl. 60) / Repository Node - Azys Lla (17, 820 Gil) / Market Board



MAPLE CLOGS
Dye: Chocolate Brown
Obtained: Crafted (CRP Lvl. 1) / Market Board



X

JECHT

Tidus' father, Jecht, was a famous Blitzball player from Zanarkand. Tidus hated his father for being so full of himself. His hatred goes even further when Jecht disappears and never comes home to Tidus' mom, who loved Jecht very much and went into a major depression from that day onward. Once Tidus goes to Spira, he finds out how much love Jecht had for him—and just what Jecht's fate really was.









GEAR LIST

FOR JECHT

HIGH STEEL GUILLOTINE
Obtained: Crafted (ARM Lvl. 61) / Elbert - Ishgard - The Pillars (3,652 gil) / Market Board

AMATSU HACHIGANE
Obtained: A Journey to Remember / Recompense Officer

SOUTH SEAS TALISMAN
Obtained: Desynthesis for Giant-shark / Market Board

REPLICA HIGH ALLAGAN GAUNTLETS OF FENDING
Dye: Slate Grey
Obtained: Crafted (ARM Lvl. 60) / Market Board

BOHEMIAN'S TROUSERS
Dye: Soot Black
Obtained: Mog Station

MOONFIRE CALLIGAE
Obtained: Crafted (LTW Lvl. 50) / Market Board



X

LULU

Become the almighty tribalistic black mage Lulu in this striking attire. While it might be for bards, machinists, and (soon) dancers, this glam has got all the bases covered. Look at the world from a point of cynicism, question all that is, and act as a guardian to that friend of yours who won't take off the High Summoner's outfit.









GEAR LIST

FOR LULU



ALA MHIGAN COAT OF AIMING
Dye: Mole Brown
Obtained: Billebaut - Rhalgr's Reach (60 Centurio Seals)



FALSE NAILS
Obtained: Madhura - The Fringes - Castellum Velodyna (6 Ananta Dreamstaff)



SPRING SKIRT
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 50) / Market Board



FAR EASTERN SCHOOLGIRL'S BOOTS
Obtained: Mog Station



GARNET EARRINGS
Obtained: Crafted (GSM Lv. 39) / Market Board

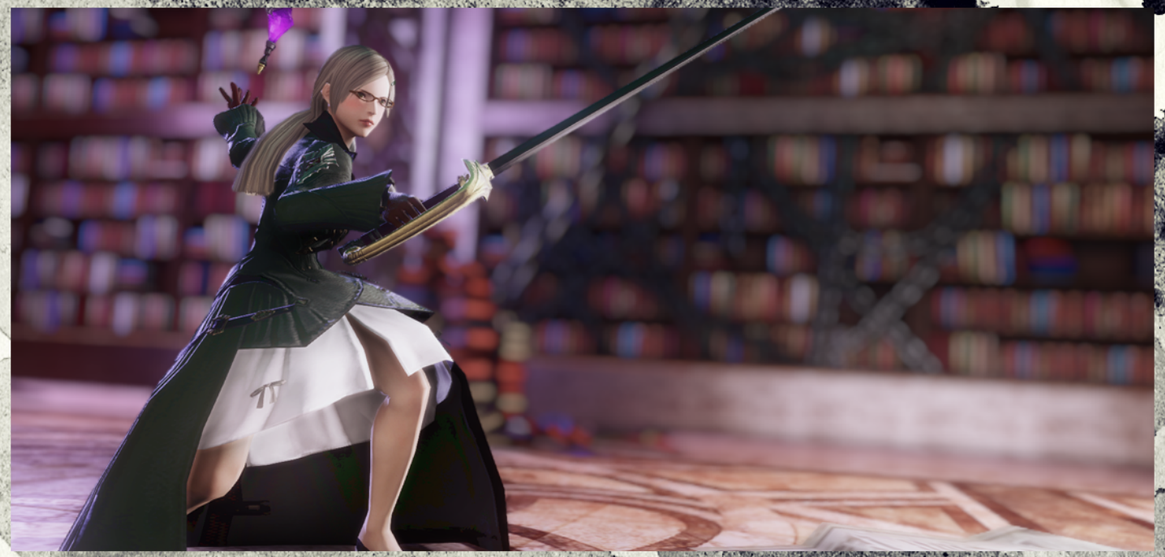


XIII

JIHL NAABAT

Sometimes you just wanna be the bad gal. This outfit is guaranteed to make you look cool and collected, but that just makes it even easier for you to see that you look so darn cute. Slide your hair behind your ear and embrace your inner sadist because it's time to trap a child in a block of crystal before his father's eyes. You simply can't afford to look bad when you do that!









GEAR LIST

FOR JIHL

KOPPRANICKEL RAPIER
Obtained: Crafted (GSM Lvl. 63) / Itto - Kugane (37,778 Gil) / Market Board

OVAL READING GLASSES
Dye: Opo-opo Brown
Obtained: Crafted (GSM Lvl. 40) / Market Board

SHIRE PHILOSOPHER'S COAT
Dye: Nophica Green
Obtained: Hismena - Idyllshire (410 Poetics)

VELVETEEN SHORTGLOVES
Dye: Russet Brown
Obtained: Crafted (WVR Lvl. 29) / Gwalter - Ul'dah Steps of Thal / Market Board

SKIRT OF LIGHT
Obtained: Mog Station

EASTERN LADY'S CRACKOWS
Dye: General-purpose Jet Black
Obtained: Mog Station



XIII

OERBA DIA VANILLE

Based on the Final Fantasy XIII character Oerba Dia Vanille, this is a slightly colorful and lightweight glamour for all casters, healers, and dragoons. Healers just have to change the chestpiece to Bloodhempen Chestwrap of Healing, and dragoons will have to use the Ghost Barque Chestwrap of Maiming. Nevertheless the glamour is restricted to female Au Ra because of the pants used. Other races will have to search for a good alternative.

BY JIGUUR HARAGIN OF PHOENIX

karotte2188 karotte2188









GEAR LIST

FOR VANILLE

BLOODHEMPEN CHESTWRAP OF CASTING
Dye: Rose Pink
Obtained: Crafted (WVR Lvl. 61) / Norlaise - Ishgard - The Pillars

EMPEROR'S NEW GLOVES
Goberin - Western Thanalan (66 Gil) / Market Board

AURI PANTALETTES
Dye: Pumpkin Orange
Obtained: Maisenta - New Gridania (45 Gil) / Market Board

HIGH HOUSE HALFBOOTS
Dye: Millioncorn Yellow
Obtained: Crafted (LTW Lvl. 60) / Market Board

SILVER EARRINGS
Obtained: Crafted (GSM Lvl. 26) / Ilorie - Old Gridania (1,301 Gil) / Market Board

YASHA BRACELETS OF CASTING
Obtained: Yolaine - Ishgard - Foundation (25 Centurio Seals)



XV

IGNIS SCIENTIA

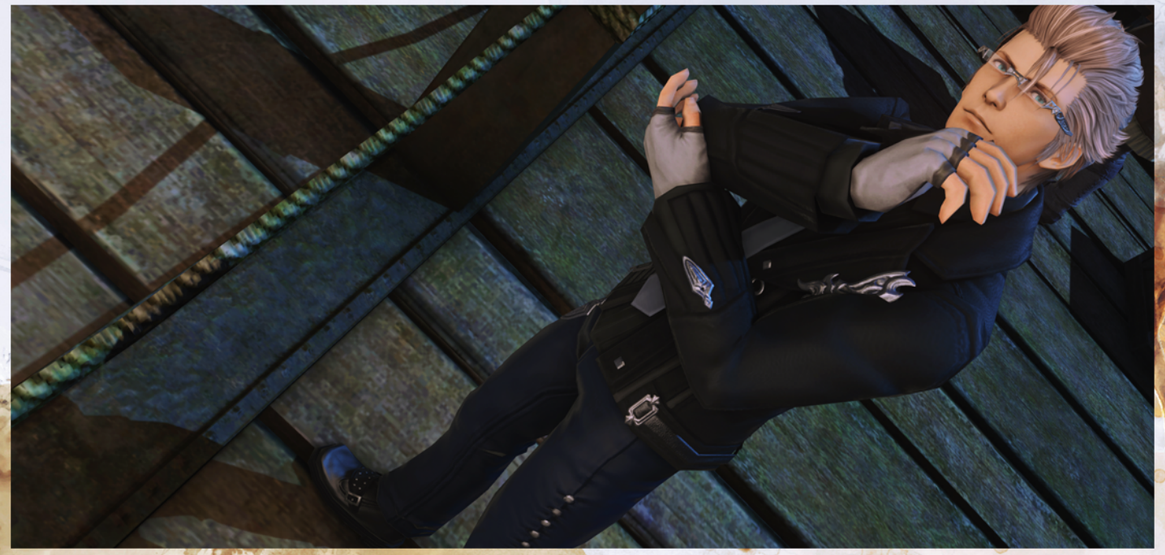
This glamour only has one piece that comes from Mog Station—the Faerie Tale Prince's Slops— which can also be swapped with the Royal Seneschal's Breeches from the Little Ladies' Day event. The other pieces can be obtained more easily: the Reading Glasses come from a Goldsmith level 50 recipe, the Scion Adventurer's Jacket is from the Main Scenario Quests, Blessed Halfgloves are obtained from Copperbell Mines (Hard), and Leonhart Boots are a Veteran Reward!

BY DAMURON ATOMAIS OF RAGNAROK

Xelyanne xelyanne89









GEAR LIST

FOR IGNIS



READING GLASSES
Dye: Charcoal Grey
Obtained: Crafted (GSM Lvl. 50) / Market Board

SCION ADVENTURER'S JACKET
Dye: General-purpose Jet Black
Obtained: The Greater Obeisance (Main Story Quest)

BLESSED HALFGLOVES
Copperbell Mines (Hard)

FAERIE TALE PRINCE'S SLOPS
Dye: Ink Blue
Obtained: Mog Station

LEONHART SHOES
Dye: General-purpose Jet Black
Obtained: Veteran Rewards (330 Days)

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THE TIME HAS COME FOR A CHANGE!

Starting with this issue, we'll be featuring up to 6 community members and their glamours alongside 6 of our staff glamours in each issue, and henceforth this section will be referred to as **Community Couture.**

The rules for submissions to this section are straightforward:

All submissions need to be accompanied by a screenshot in the GPOSERS Discord channel.

All submissions need to be accompanied by a link to an item list and description using a Google Docs Template that will be provided.

Only one entry per person.

The community will decide the winners! At the end of the submission period for each month, we'll hold a reaction-based vote in this channel.

The glamours must follow a specific monthly theme and the specific rules outlined for that theme. This information will be pinned at the start of each submission period.

Modded gear is not allowed.

As one of our Photographers will be getting in touch to setup a photo session with the winners, anyone on PC or PS4 is welcome to submit entries, and there's no need to worry about using GShade or ReShade!

If you have any questions, feel free to reach out to the editors in our Discord.



BAHAMUT

A BRIEF HISTORY

BY SERENAYA CARRIN

Heyo, Serenaya here! In this month's issue, we wanted to do a series of articles that looked at some of the prominent figures in Final Fantasy XIV and how they've evolved and/or changed throughout the entire franchise. It's a big one after all, and as XIV is very much a homage to many of the characters and lore-bits of the expansive Final Fantasy games, we wished to go back in time and look at where they came from.

In this article we will be looking at **Bahamut**. I want to look back across the games in which he appeared and how his portrayal and inclusion in the games changed from the very first, to XIV and beyond. Hell, he kicked my butt in The Unending Coil for a couple of months before I finally managed to best him, so he has my respect. That respect got me curious into who or what he was in years past.



FINAL FANTASY

The first game, the start of the franchise. Exciting stuff! His debut appearance was in the form of a side quest. The adventurer would go to him in order to upgrade their class, offering them the ability to equip more gear and learn new abilities. Certainly a farsight from XIV and perhaps a minor role to play, but an important one at least. If only we could go to him for our job quests...

FINAL FANTASY III

Having not appeared in Final Fantasy II, he returned in the third installment of the franchise. Summons had been introduced by this point, allowing the player to summon him with various benefits after battling him and winning the fight. Everything was not so simple however, as the first encounter with Bahamut was the result of a more romantic questline where the Warrior of Light and friends had to recover a boy who had a lover waiting for him. Thankfully the boy lived, but the first battle against the dragon would result in the dragon's escape. A second, later battle saw his actual fall. This was the first time of many in which Bahamut would be a boss rather than just a feeble summon or quest. Ah, who am I kidding! Bahamut was never insignificant in any game, but it's clear his purpose had changed regardless.

FINAL FANTASY IV + INTERLUDE/AFTER YEARS

In the fourth installment, Bahamut would take on the form of a combat challenge for a second time. The reward was the ability to summon him (a common theme throughout the games), but not before beating him upon the Red Moon. The two “bolt-on” games in the form of Interlude (a stand-alone game) and After Years (a sequel to the main game) feature Bahamut in similar lights, again with the summon except in a slightly different way. Turns out that in Interlude, he’s summoned by someone impersonating Rydia, and ends up being beaten by the real deal, who had summoned a Mist Dragon to their aid. Bahamut’s response? Dismissing himself from battle of course, what else!? Heh, how confusing.

After Years, the sequel to Final Fantasy IV, had Bahamut be an optional battle. If Rydia had not recovered Asura and Leviathan (yes, that primal from XIV!) as summons following their defeat, then he must be slain before facing the Creator. Talk about decision making!



FINAL FANTASY V + VI

In both V and VI, Bahamut takes on the role of a summon once again but that’s about it in terms of his inclusion. It is worth noting however that his appearance changes here, just as it had done throughout the games and would continue to do so. We’ll blame the constantly updating technology, as we are talking about a 2+ decade existence, after all.

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FINAL FANTASY VII

The iconic Final Fantasy VII is perhaps the most talked about game in the franchise and possibly a god itself among the past titles. The god-like Bahamut also shared a role here in the form of—you guessed it—a summon. However, there were three forms available here with the addition of Neo Bahamut and Bahamut ZERO. He has an adverse effect on the Emerald Weapon too, so worth having it would seem. I'm no summoner main but a big dragon to fight with me? Yes please. Crisis Core (a prequel) gets a special mention too, as Bahamut took on the form of a boss with the use of the Megaflare and Exaflare abilities. I have to say, even thinking of Exaflares gives me post traumatic stress disorder during XIV, even if they were just arrows on the floor...

FINAL FANTASY VIII

Bahamut changes again in the 8th installment, or rather seems a little more in-depth. He's a boss locked away in a hidden and abandoned ocean research facility, and one of the Guardian Forces. These beings have special abilities which were learned through their connection to the human controller, and he was said to be among the most powerful of them.

FINAL FANTASY IX

In Final Fantasy IX, Bahamut is one of Dagger's eidolons (formerly known as Garnet earlier in the game) which can be summoned. Big surprise! However, he is one of many that can be obtained throughout the game, including some familiar faces to those that may have only played XIV. The A Realm Reborn primals, for example, were also among those that Dagger could summon. As always, Bahamut has to be that little bit more special and much like most of the other games in which he appears, and summoning him earns you an achievement. "King of dragons" seems rather fitting, I think.



FINAL FANTASY X

On to the big one-zero, the double figured entry...or the first of them anyway. Aeons! Products of the fayth's (the souls of humans instilled into tablets) dreams that are worshipped by summoners which form a mental link and allow the summoning of them in battle. Fantasy at its finest! Bahamut takes on the role of one such aeon which makes him a pretty big part of the schtick around Final Fantasy X. The sequel X-2 has him as a boss once again, fought several times throughout the game. One could argue this is more major but no! Major lore points are more important in the Final Fantasy franchise than a simple boss. One day I may try and read into the lore of every game some more but with them all telling a different story, it's quite a task...

FINAL FANTASY XI

The first of the Final Fantasy massively multiplayer online games, Bahamut isn't actually an enemy in this one. He is, however, unavailable as a summon despite being an Avatar. Again we see the primals that we've come to know rather well featured as summonable beings, but Bahamut's role is as a protector of the mothercrystals, a Terrestrial Avatar rather than a Celestial one. He is a prominent battle in later expansions however, and proves to be a challenge to this day. My oh my, that sounds familiar...

Bahamut is also the name of a server on Final Fantasy XI, much like XIV. A homage to his influence throughout the series for sure.



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FINAL FANTASY XII

Ah, Final Fantasy XII. The second in the Ivalice series, which is featured pretty heavily in XIV's Stormblood expansion. Bahamut never directly appears in this game unless you count the Nintendo DS's Revenant Wings title. However by this point it no direct contact with the large, ever-changing dragon is quite the anomaly to say the least. Of course he does exist in spirit, as the games' final boss The Undying, takes on a form similar to Bahamut with attacks like the classic Megaflare, Teraflare, and Gigaflare Sword. This is all in a final dungeon called Sky Fortress Bahamut. Hmmm, I wonder who they're referring to...

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FINAL FANTASY XIII

Whew, almost there! In the 13th game of the franchise, Bahamut takes on the role of a boss and eidolon that had to be tamed. It was a sort of test for Fang, one of the characters, to prove their strength. Bahamut manifested as a more mechanical being this time around, which is a little different from games past, but regardless he proves to be a valuable summon after the fact, with a form that even allows Fang to ride him.



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FINAL FANTASY XIV

Here we are then, back on home turf. Bahamut was and still is a huge part of XIV lore in both 1.0 and A Realm Reborn. To mark the end of 1.0, he had essentially ushered in what's known as the Seventh Umbral Calamity, which changed the face of Eorzea forever and marked the start of the Seventh Umbral Era. This was all triggered by Nael van Darnus' successful plot to release him from Dalamud, a false moon and prison made by the Allagans to harvest aether from the sun with Bahamut himself as its battery.

However, as we all know, 1.0 was short-lived, and Bahamut's influence would naturally extend into the game that we know today. A shame really, I like the idea of a big red thing in the sky blowing up and unleashing hell. Regardless, ARR's elder primal Bahamut was being regenerated within the coils by the machinery designed to keep him summoned, including the prayers of captive dragons from Meracydia.



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ARR's raid tiers allowed us to fight Twintania, Nael, Phoenix, several other bosses, and of course the soul of the dragon primal himself, dubbed Bahamut Prime. These fights are pretty spectacular, though I was personally not around to fight them while they were current content. However, as mentioned at the start, I would certainly say Bahamut at the Unending Coil (Ultimate) level was certainly a sight and fight to behold. To this day, that version of the god-like being is still beaten by few. Remember when I said in XI's paragraph about Bahamut being beaten by few sounding familiar? Yeah, seems the MMO encounters were the beefiest of them all.

Veterans may also remember that there was the Lightning event in 2013 which featured Bahamut in the form of a minion and lastly, as the iconic summoner's egi which is obtained at level 70.



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FINAL FANTASY XV

In the last game that we will cover, Bahamut appears as a humanoid god. Yes, I'm mildly surprised as well honestly. It marked the first time we saw him in the main series as something not entirely draconic! He's responsible for the magical powers wielded by both the Tenebrae and Lucis lineages. However, though he does also come in a summonable form, this is only during the boss encounter with Ifrit.

And at last we reach the end of the mainline series in which Bahamut appeared plenty, serving different purposes and different levels of availability and difficulty at every turn, using signature attacks and unique ones, being helpful and a hindrance and from simple side quest to demi-god. Impressive at the very least and absolutely worth talking about. Of course, there are many other titles as mentioned at the beginning. Honorable mentions go to Tactics and Dissidia for example but this is where we'll jump off the tyrant train. I have no doubts that he'll appear in games to come, as at this point it'd be a sin for him not to.

Thanks for reading!

FINAL FANTASY XII AND TACTICS

THE LAND OF IVALICE

> “I’M ONLY HERE TO SEE HOW THE STORY UNFOLDS. ANY SELF-RESPECTING LEADING MAN WOULD DO THE SAME.”
>
> - BALTHIER

BY YUKIMARU TOSHO

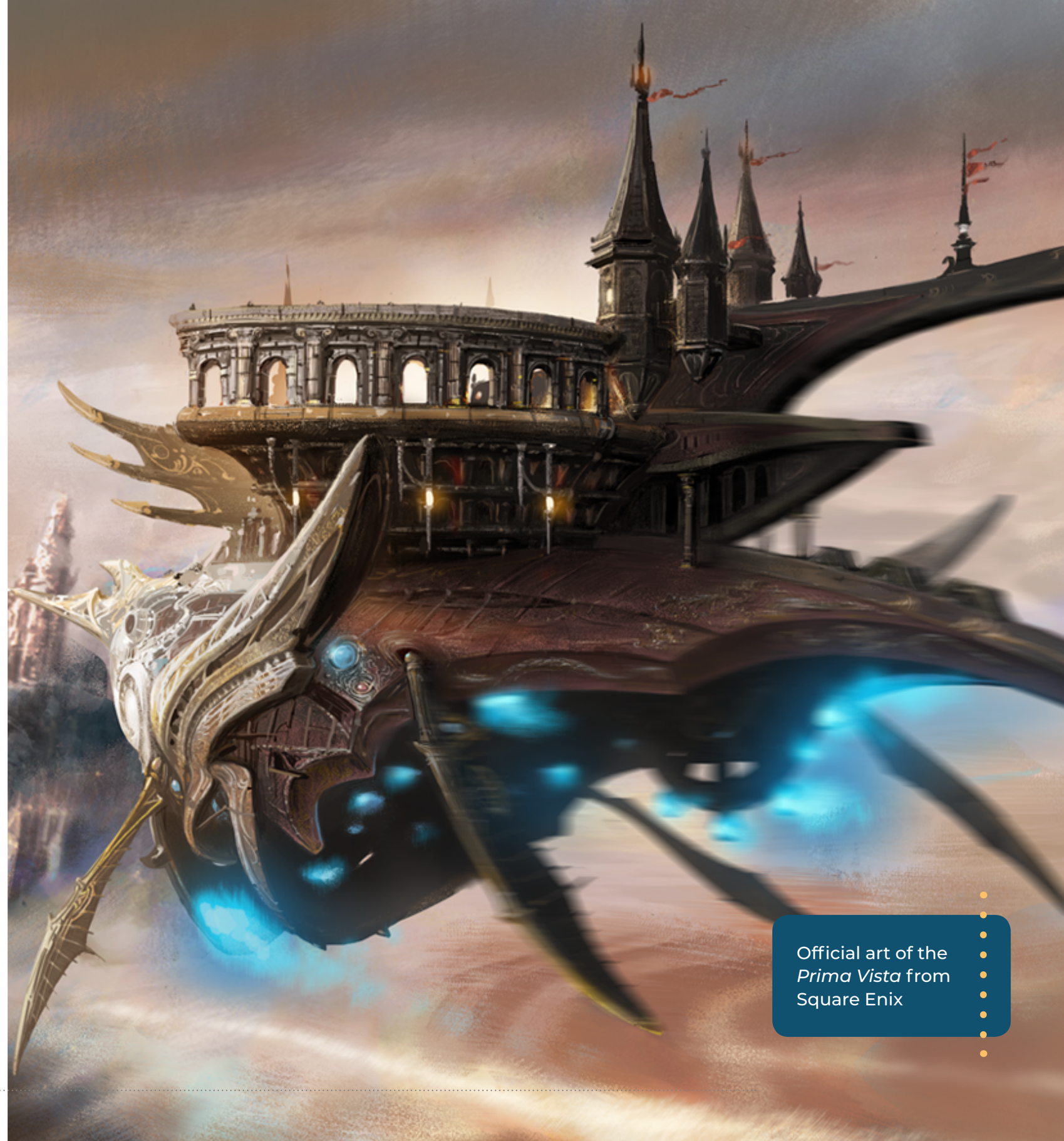
HELLO EVERYONE, YUKI HERE!

For my segment of this issue's lore and character articles, I'm going to be delving into the lore of Ivalice, which includes some of the most iconic stories and characters found in the Final Fantasy series.

The stories of Ivalice are arguably some of the most nostalgic and beloved pieces of lore that echo in the minds of fans. Most will remember these stories as they are told in two different titles: Final Fantasy Tactics and Final Fantasy XII.

While these two entries engaged fans with a memorable story and gameplay experience, they also brought forth a plethora of memorable characters. These stories and characters are so beloved that our very own Final Fantasy XIV, the game in which we all /gpose religiously, features a whole raid series that spans across an entire expansion and pays homage to these stories. In addition to this, the upcoming expansion to XIV will feature the Viera, a highly requested race since as far back as 1.0.

So without further ado, come and take a ride down memory lane as we explore the land of Ivalice.



Official art of the *Prima Vista* from Square Enix

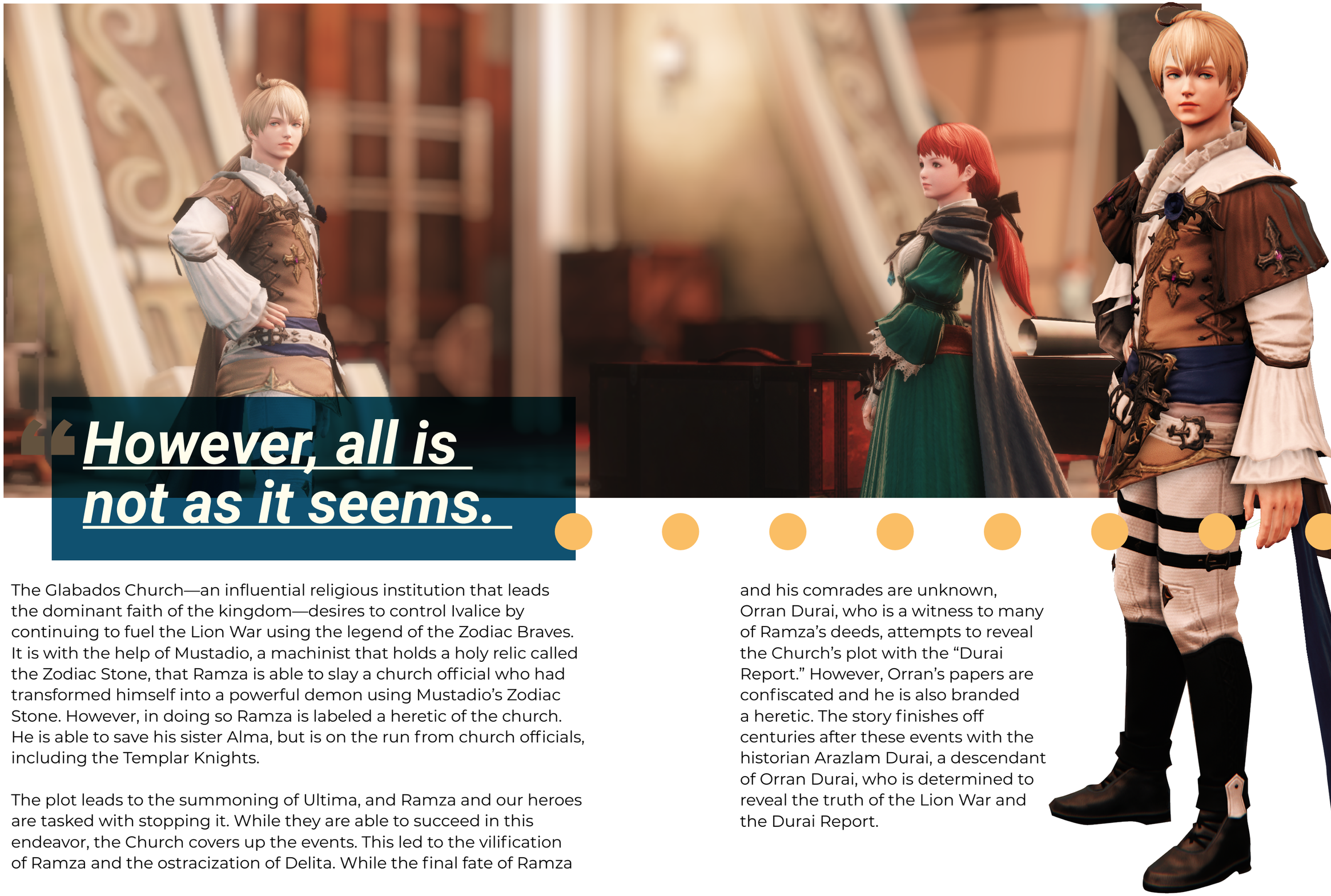
FINAL FANTASY TACTICS

> IVALICE MADE ITS DEBUT IN ONE OF THE MOST MEMORABLE TITLES OF THE SERIES: FINAL FANTASY TACTICS. TACTICS FOLLOWS THE STORY OF THE TWO YOUNG KNIGHTS RAMZA BEOULVE AND DELITA HEIRAL, CHILDHOOD FRIENDS THAT GREW UP IN TWO DIFFERENT WORLDS.



The story begins with the Kingdom of Ivalice recovering from the Fifty Years War against the neighboring kingdom of Ordalia. The lack of a clear monarch of Ivalice is what ultimately plummets the Kingdom into another war where each respective side believes their candidates are the rightful heir to the throne. The potential heirs include Princess Ovelia and Prince Orinas. Princess Ovelia is supported by Prince Goltana of the Black Lion, and Orinas is supported by Queen Ruvelia and her brother, Prince Larg of the White Lion, thus leading to the war being dubbed “The War of the Lions.”

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“However, all is not as it seems.

The Glabados Church—an influential religious institution that leads the dominant faith of the kingdom—desires to control Ivalice by continuing to fuel the Lion War using the legend of the Zodiac Braves. It is with the help of Mustadio, a machinist that holds a holy relic called the Zodiac Stone, that Ramza is able to slay a church official who had transformed himself into a powerful demon using Mustadio’s Zodiac Stone. However, in doing so Ramza is labeled a heretic of the church. He is able to save his sister Alma, but is on the run from church officials, including the Templar Knights.

The plot leads to the summoning of Ultima, and Ramza and our heroes are tasked with stopping it. While they are able to succeed in this endeavor, the Church covers up the events. This led to the vilification of Ramza and the ostracization of Delita. While the final fate of Ramza and his comrades are unknown, Orran Durai, who is a witness to many of Ramza’s deeds, attempts to reveal the Church’s plot with the “Durai Report.” However, Orran’s papers are confiscated and he is also branded a heretic. The story finishes off centuries after these events with the historian Arazlam Durai, a descendant of Orran Durai, who is determined to reveal the truth of the Lion War and the Durai Report.

FINAL FANTASY XII

FORMER VIDEO GAME DIRECTOR AND CREATOR OF IVALICE, YASUMI MATSUNO, HAS CONFIRMED THAT MANY OF IVALICE'S APPEARANCES WITHIN THE FINAL FANTASY SERIES ARE ALL WITHIN THE SAME UNIVERSE, ALBEIT IN DIFFERENT TIME PERIODS.

The events of Final Fantasy XII take place many years before the events of Tactics and follows the story of some very memorable characters that have since become fan favorites. The story begins in Dalmasca, a kingdom caught in an endless and brutal war between Archadia and Rozarria. These two empires surround Dalmasca and are intent on expanding their territories as they hunt for magicite, a magic-rich material that's used for casting spells and powering airships. Basch, a captain of Dalmasca's forces, is charged with the assassination of the Dalmascan king. Shortly after, Princess Ashe of Dalmasca is said to have committed suicide.





THE STORY THEN LEADS US TO

The Royal City of Rabanastre

THE CAPITAL OF DALMASCA.

The story then leads us to the Royal City of Rabanastre, the capital of Dalmasca. It's here that we meet Vaan, a young man who dreams of being a sky pirate and Penelo, Vaan's childhood friend that is constantly trying to keep an eye on him and out of trouble. Vaan hears about an event inside the palace celebrating the appointment of Vayne Solidor, the prince of Archadia, as consul of Dalmasca. Much to Penelo's disapproval, Vaan attempts to infiltrate the palace and is able to do so successfully. After a bit of sneaking around, he is able to locate the treasury and find a store of magicite. He is discovered by the two sky pirates, Fran, and Balthier, who are also on the lookout for magicite.

Even throughout the entry, the lives of these two largely remain a mystery. Though what we do know is that Fran left her homeland to live a life of freedom, and Balthier is a former Archadian judge who abandoned his title, believing that Archadia's leadership is steering the empire in the wrong direction. He is a cunning, sly, and charming smooth-talker who always refers to himself as "the leading man," even though the story is told through the perspective of Vaan.

After Fran and Balthier confront Vaan, the group is then discovered by the palace's guards and are forced to flee. After escaping by taking the waterways beneath the palace, the three meet with the Dalmascan resistance group, which includes Princess Ashe herself and a formerly imprisoned Basch. It is here that you learn Basch's twin brother Gabranth is the one truly responsible for the assassination of the Dalmascan king. Upon escaping from the waterways, Vaan learns that Penelo has been kidnapped by the bounty hunter who was looking to lure Balthier in order to settle a "score". After rescuing Penelo, our group of heroes set off on their journey, discovering the secrets of magicite, and becoming entangled in political battles between the Archadian and Rozarrian empires. These events played a hand in determining the fate of Dalmasca.



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FINAL FANTASY XIV: RETURN TO IVALICE

Thus, we arrive at the last Final Fantasy entry of the article. Final Fantasy XIV gives long-time fans of the series plenty of fan service ranging from tiny references in dialogue to entire series of quests and raids that take the very best aspects of these stories. XIV has always been able to make fans think fondly and nostalgically on previous titles, and the stories of Ivalice in XIV are no different. In Return to Ivalice (the story of Ramza Beoulve and the Zodiac Braves) is a supposedly fictional chronicle of a set of heroes from Thavnairian legend. The quests tasks the Warrior of Light to recreate these events and prove that the legend of the Zodiac Braves is true. In order to do so, the Warrior of Light must travel to familiar locales featured in Tactics and XII, leading to the Royal City of Rabanastre and the Orbonne Monastery, both based on the respective locations from Tactics and XII.

Before the Warrior of Light is able to reach the Monastery, they will require the assistance of a familiar face. Before she lends a hand, Fran tasks the Warrior of Light with attempting to secure assistance for the Dalmascan resistance that is led by a young Princess Ashe. After failing to do so, as Fran expected, she leads the Warrior of Light to the Orbonne Monastery. It is here that the group comes across the spirit of Ramza Beoulve, who is trapped in white auracite, as well as the spirits of Mustadio Bunansa and Agrias Oaks, both of which had been tasked with proving the worth of the Warrior of Light. During the final fight against Ultima, the High Seraph, Ramza and his companions Mustadio and Agrias lend a hand to the Warrior of Light in order to vanquish her. Ultimately the Warrior of Light is victorious in their battle and is congratulated by the spirits of all the Zodiac Braves, proving the legend to be true.

In conclusion, the stories and characters of Ivalice shown across these multiple Final Fantasy entries will continue to touch the hearts of many longtime fans. It is my wish that the brilliant and talented minds behind the entries of this series continue to tell us the stories of Ivalice and its characters for many years to come.

> **I HOPE YOU GUYS RELISHED OVER THESE WONDERFUL PARTS OF FINAL FANTASY'S HISTORY AS MUCH AS I DID!**

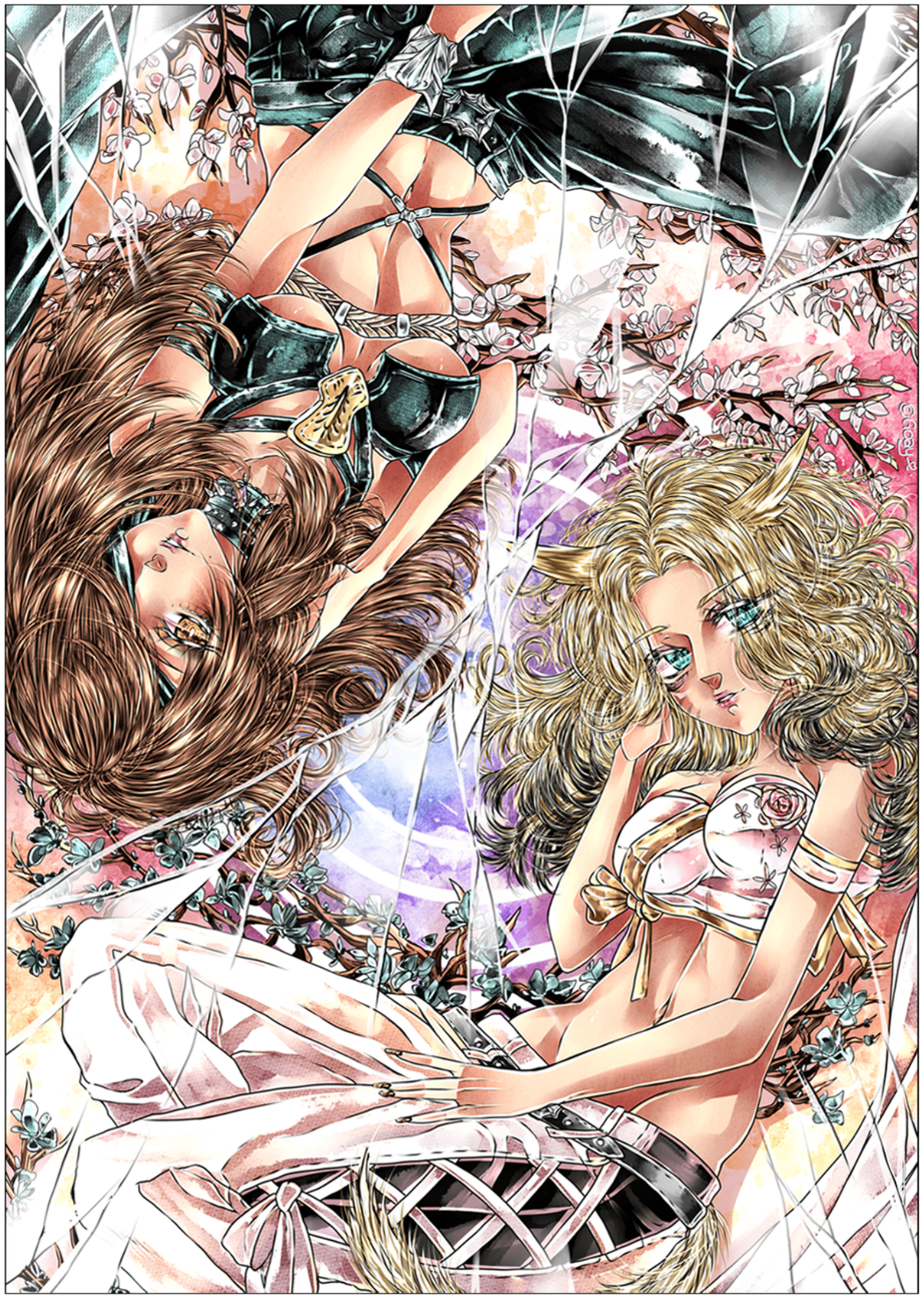
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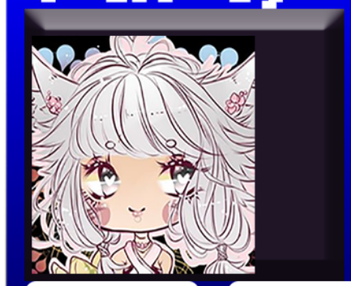
June Birthdays

02	Cahya Altaica Omega	17	Kalen Kaifu Zodiark
06	Silvana Nara Zodiark	21	Messy Fantasia Lamia
12	Yukimaru Tosho Balmung	21	Reina Farron Typhon
13	Kyohime Kobori Brynhildr	28	Ain Callisto Odin
15	Lapis Weridpan Odin	29	Mischief Luna Cactuar



ARTIST SHOWCASE

Party



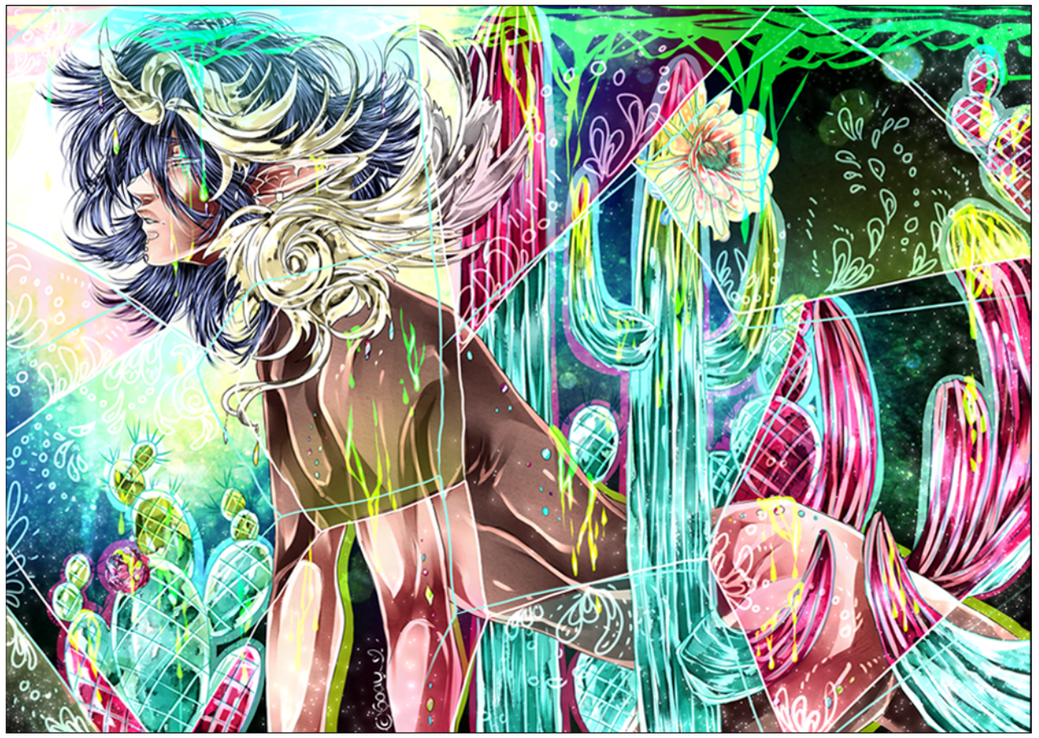
GOAY Artist

Level 99

Hp 9999/9999

Mp 999/999

ITM MAG ROW SYS EXT





How long have you been creating art?

I started drawing manga style when I was 6 years old. The first thing that inspired me was anime like the Ghibli Movies, Yu-Gi-Oh, and many more. I've now been drawing constantly for around 17 years in manga style. I never had a pause between all these years because drawing is just my pure passion.

What do you love to draw the most?

I'm specialized in drawing Bishounen and Shoujo. Mostly I love to draw my Final Fantasy XIV character Rue Song, the dark-skinned Elezen from the pictures. Also love to create new characters with flowy hair and intricate details, jewelry, plants, and giant headpieces.

What motivates you to draw?

Seeing other artists creating mind-blowing pieces, anime, and games. Also, I just lie in bed and get ideas for new characters, illustrations, and series I plan to draw. So much motivates me to draw, because when I draw I feel good. And it's the only thing that makes me 100% happy.

What is the inspiration behind your art?

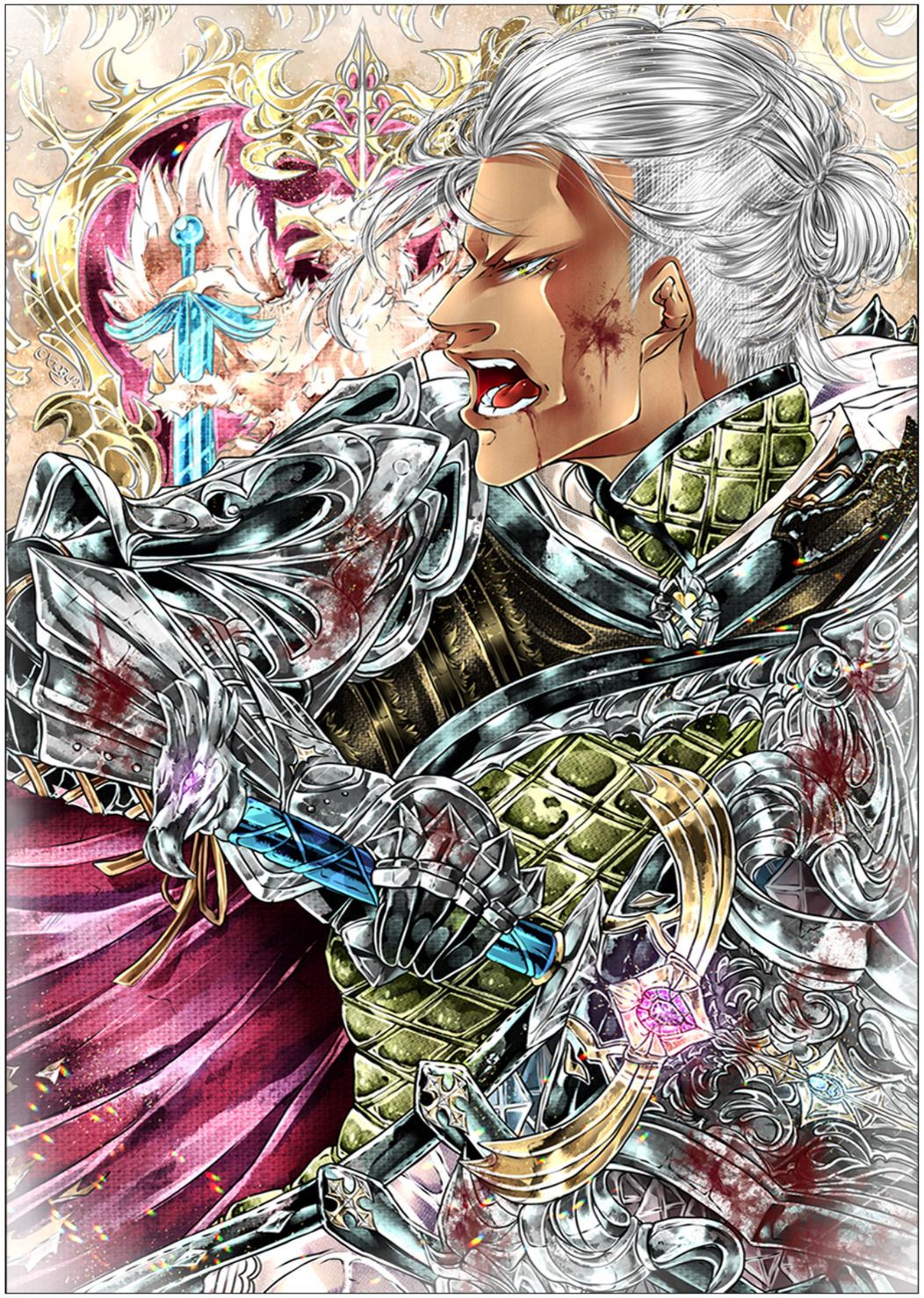
I take my inspiration from many places. At the beginning mostly from my two Idols Miwa Shirow and Midori Foo. But I also get inspiration from looking at beautiful gardens, other artists, architecture, and so on.

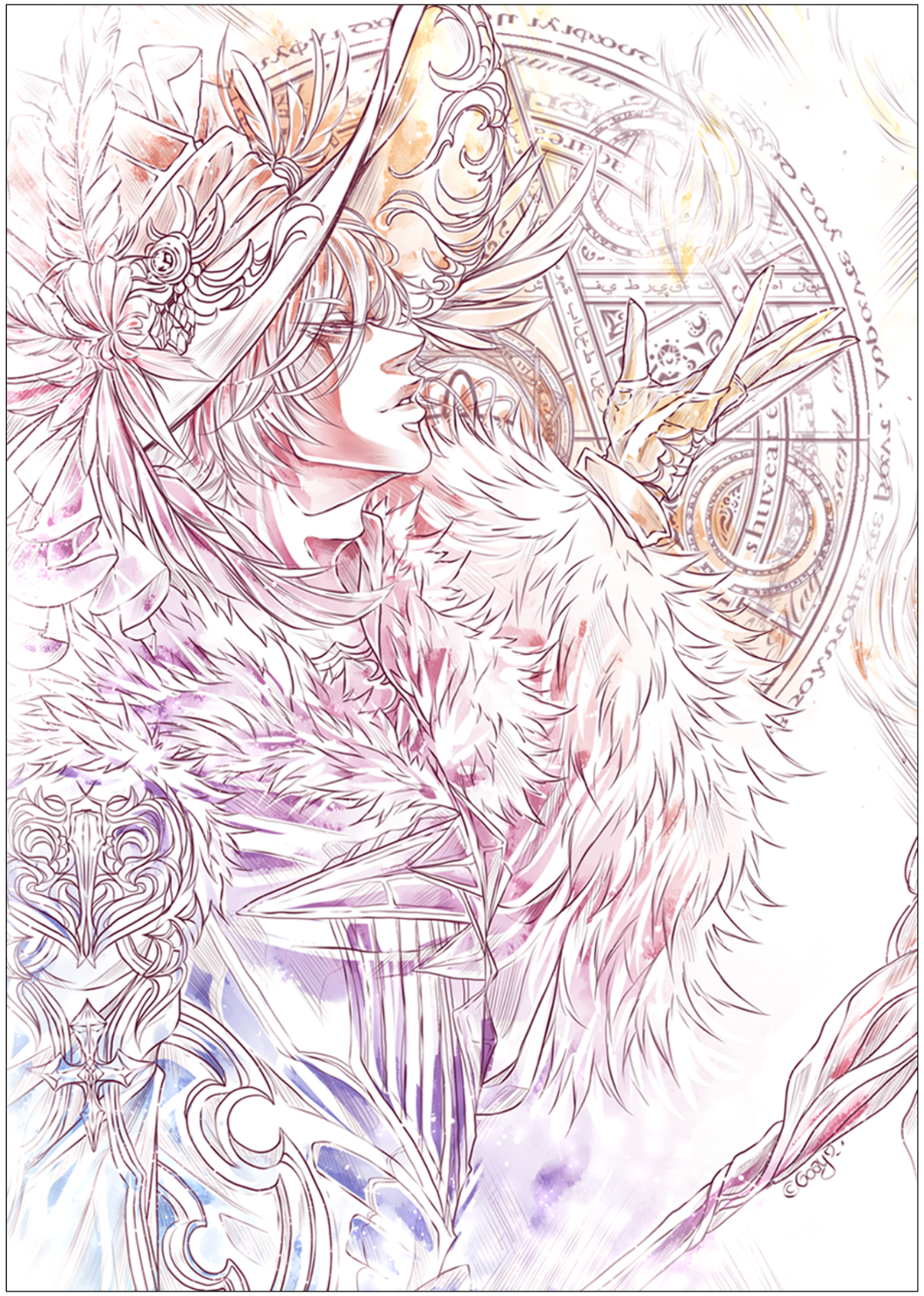
Do you accept commissions?

Yes, I accept commissions! For bigger commissions, you need to join my Discord that is mentioned in my social media links. For my sketch commissions, you can always get some on my Ko-fi page, which is also in the link.

---

https://linkr.ee/rue.song





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COMMUNITY *INTERVIEW*

NINJAFADA WIPEFEVER

INTERVIEW

Marot Satil: Thanks for agreeing to sit down and have this little chat! Getting us started, why don't you introduce yourself to all of your (soon-to-be) adoring fans?

Ninjafada Wipefever: I'm a 41 year-old gamer. I started playing on some Thomson and Phillips hardware back in the day. They ran under the BASIC programming language and I started learning it before I was 8 years old, before even learning English. I loved disassembling toys like robots and remote cars as well as rebuilding them.

My first true computer was an old A80486DX4-100 and with it I started playing on DOS. That's when I started to tweak everything. You needed to optimize .ini files to load games. So later I went to school to learn about robotics. I was into fansub, learned a bit of Japanese, more coding (mostly ASM), and did a lot of gaming.

Then later injectFXAA and injectSMAA were released and they started my addiction to shaders. Thanks to Ceejay we had SweetFX, so I started making presets for every game possible. I started my own database of presets to share them, and at the same time Terrasque started http://sfx.thelazy.net/ (a way better database). After talking with him I decided to delete my database and help him with his own.

The next step was when I decided to make DX9IV.exe; I wanted to be able to apply the shaders on screenshots to be able to do clean comparisons for the database. I was looking for an image viewer using DirectX rendering which was fast and easy to use, and nothing was to my liking so I decided to make my own.

I wanted to add more features to it, but I lost the source in a hard drive crash, and didn't have much time to recreate it back then. I still want to release a new version using DirectX 11 in 64-bit with some hotkeys, but I need to find some time. I'm also learning and teaching Qi Gong and Tai Chi, plus practicing Shiatsu massage, but it's hard to live with only that when you want to help people as much as possible.



M: Sounds like you've kept busy. So how'd all of that lead you into Final Fantasy XIV?

N: I had been playing Final Fantasy XI for years and XIV was the next (better looking) step. So I started playing XIV, testing the early alpha and beta when possible. It was during the pause between 1.0 and A Realm Reborn that I made DX9IV to work with presets using screenshots from XIV.



M: Interesting! So XIV was your inspiration behind that piece of software, even. Since I didn't catch it yet, what's your character name and world?

N: Now it's Ninjafada Wipefever on Ragnarok, the old EU legacy world. At that time my sister had a new boyfriend who was colorblind, so I started to work on a preset to help him play World of Warcraft. I found a shader for injectFXAA, ported it to ReShade, and tested it in the ARR beta: https://www.youtube.com/watch?v=D39Ga9HU-nQ

I posted that video on the official forum to ask them to add something like that to XIV, and with the help of the community we got it in-game. We also requested gamma, contrast, and sharpening options, but only got gamma. A little note about DX9IV, ARR's beta was under NDA so we couldn't share screenshots from it.

So I needed a tool to show my presets using available screenshot from Square Enix.

M: So we've heard a lot about what you've done for the community and the game, especially with regard to the color blindness movement, but what do you enjoy doing in-game?

N: Questing. I love the lore in RPGs, so I talk to everybody. I made two alts to do the starting quests from the three cities. I spend most of my time helping people, and I look at the Party Finder and in the Novice Network to see if someone needs help. And the rest of the time I create presets.

I LOVE THE LORE IN RPGS, SO I TALK TO EVERYBODY.

M: And GShade certainly is something, if I do say so myself. I might be biased as the developer, though. Do you have a favorite class or job that you always find yourself playing?

N: I was a black mage in ARR, and then ninja was released and I played a lot of it until we had poor itemization during Alexander Savage (lacking crit on gear sucks). I took a break and when I came back there was only a healer slot on my Free Company's roster, so I played white mage and scholar a lot.

These days I think I use white mage the most, but I wish we had some staff combos. White mage is my main now, but since I help people a lot I play paladin, dark knight, ninja, red mage, and scholar a lot too. I get bored fast.

M: Missing those 1.0 features, it sounds like. Shield bashing white mages and whatnot. That aside, do you have a specific zone or area in-game that really calls out to you?

N: The housing area of Gridania, I don't know the name in English, but it's Lavandière in French. I like the forest and waterfall. In real life I live at the bottom of a mountain with forests and rivers. It feels like Gridania with too much formality and not enough chocobos.

I like the sea too, and the ocean is a 90 minute drive away, but I can't find a place with a forest, waterfall, and the sea nearby in-game.

M: Lavender Beds it is, and it sounds like your own real life home isn't too shabby either. What are your thoughts on Gposing as a whole?

N: It gives the game some things I don't get with other games: memories outside of epic fights and connections with people from everywhere. It's a whole other experience while using GShade too, which is not just about enhancing the game quality.

I'm not a good photographer or great at using Photoshop, but with GShade I can make some great screenshots and help others do the same without needing technical stuff.



When I talk to people about MMORPGs, some of them told me it's a waste of their time, they could just meet people and do things in real life.

But when you see the amazing community we have here, I prefer this community to those people. It's like the metal and punk music community. You have fun, you don't care about what others are saying, and you try to give a hand when possible.

M: I don't believe you mentioned, but how did you find out about the GPOSERS community?

N: By luck, I was watching a new player on Twitch, joined his Discord and like always I talked about ReShade. The Discord was full of people from the Gpose community, posting screenshots of their roleplay event and some with DOF, so I asked with version of and like always I talked about ReShade. The Discord was full of people from the Gpose community, posting screenshots of their roleplay event and some with DOF, so I asked with version of ReShade they were using.

They invited me to another server, and someone there invited me to the GPOSERS server just after I shared my first multiLUT.png there. And now I share the GShade love.

M: And we all do love GShade. Do you have any thoughts on our little community?

N: It's a very nice and free (as in freedom) place to hang around. You can play anything (even Lalafell), have the skin color you like, be dressed like a weirdo, top model, or a badass and there is no judging. Everybody helps.

M: On topic with this little interview, have you been keeping up with the GPOSERS magazine?

N: Yeah, since I joined I've read them and learned a lot. They're very inspiring and a nice way to share the GShade love.

M: Last one and you're free, then: Any words (of wisdom or otherwise) for the readers of this issue?

N: Don't be afraid or timid, we have a lot of people on Discord and we'll do our best to help you have the best experience with Gpose and GShade!



IT'S LIKE THE METAL AND PUNK MUSIC COMMUNITY. YOU HAVE FUN, YOU DON'T CARE ABOUT WHAT OTHERS ARE SAYING, AND YOU TRY TO GIVE A HAND WHEN POSSIBLE.

HIDDEN GEMS

of Hydaelyn



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THE GATES OF JUDGEMENT

Coerthas Central Highlands (19 , 16)

These towering gates serve to bar the sole path leading to The Holy See of Ishgard: The Steps of Faith. It is said that Halone herself judges all who pass through them and sends icy gusts to blow the wicked and unworthy off of the steps and to their doom.

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THE CRYSTAL GATE

Mor Dhona (33 , 16)

On the path to the Crystal Tower—or as the Allagans called it: Syrcus Tower—lies this ornate gateway, surrounded by the crystalized land and flora of Mor Dhona. You may pause to wonder if this sight is grander now than it was at the peak of the fallen empire.

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THE GREY FLEET

Lower La Noscea (34 , 17)

These windmills are nestled high above the Widow Cliffs and were built to harness the strong winds originating off of the coast to grind wheat. None can contest that, while mundane, the region makes for quite a sight at night.



GAYORZEA'S Pride Month CELEBRATION

GPOSERS ジーポーザーズ

aetherflow MEDIA

At the beginning of June, Gayorzea hosted a Pride Month event celebrating Final Fantasy XIV's same-sex Eternal Bond ceremonies on Phoenix (Light Data Center) in association with GPOSERS and Aetherflow Media. Here are some of our favorite photos from the celebration!

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THE PHOTOSMITH

so you wanna build a Studio

WITH FREYA BLOODMOURNE

Hello GPOSERS! “The Photosmith” Bloodmourne here once again to bring you something a little different this month. I’m sure anyone interested in gpose who has spent time browsing social media or visiting the various screenshot channels of our community Discord have no doubt seen a number of players capturing images with a studio style backdrop or full-on studio setting. Studios are used a lot by photographers in professional settings. They are also great for showcasing your models, glamours, and the like with far less distraction from backgrounds. But what if I told you that it’s possible to not only build a virtual studio space but also incorporate in-game lights to break vanilla lighting and make your shots stand out even more?

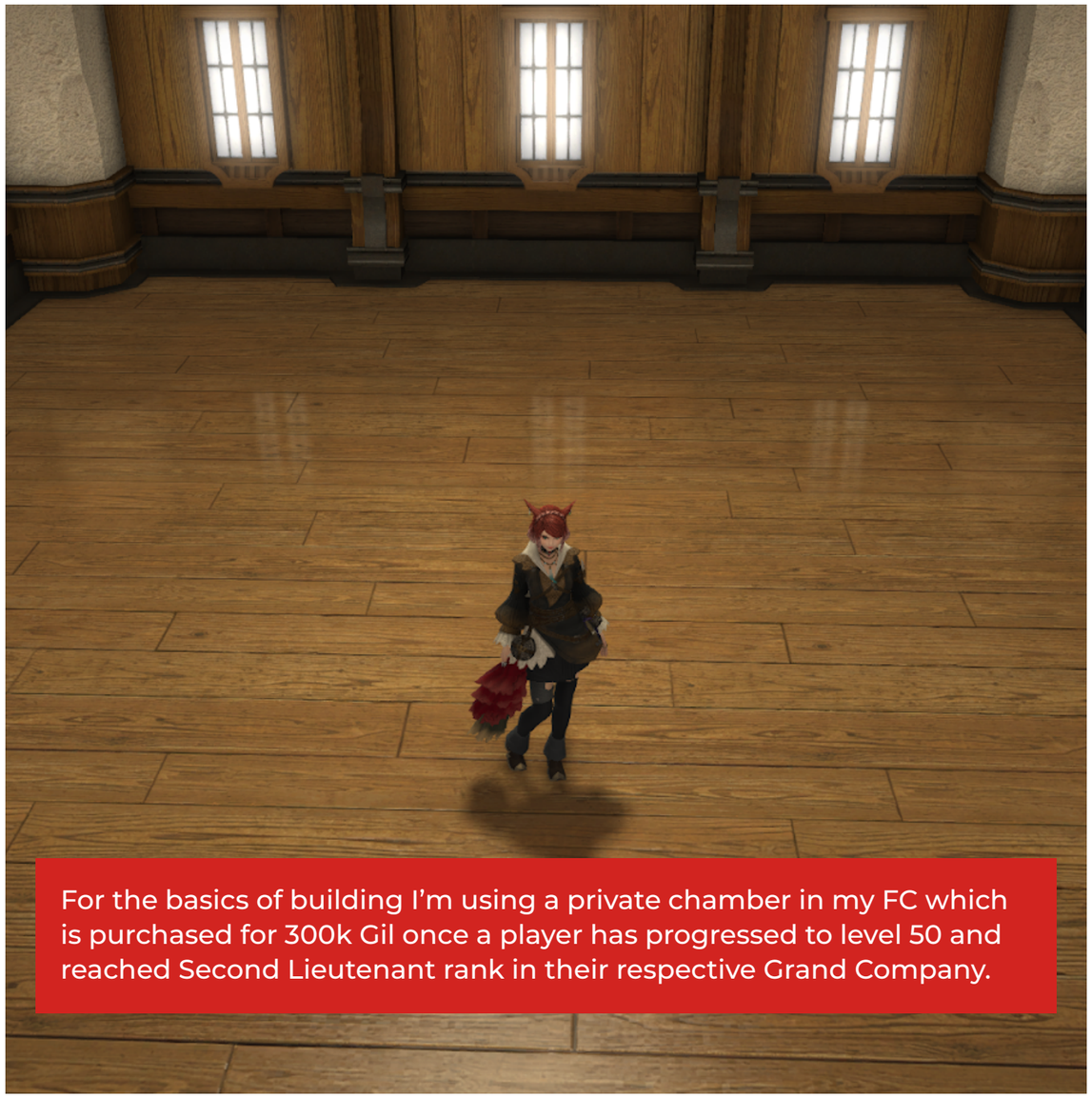
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Studios are a game changer for those without access to GShade or other shader programs, are a lot of fun to take screenshots in, and they're pretty easy to set up! When I started playing Final Fantasy XIV and got my feet wet with the group pose feature, I found a friend who built one of these. I was blown away as it allowed me to use a bit of my experience as a photographer in a virtual studio and gave my screenshots that extra punch I was looking for. I want to thank my friend Kira Starr of Lamia for introducing me to their studio, and the staff for suggesting I dig into a guide for studio spaces with useful tips for getting the most out of them! So without further delay, let's get to building!

STEP ONE: GET A ROOM!

Studio spaces are built indoors, so player housing is essential in moving forward. You don't need a personal house though! Free company rooms (private chambers), apartments, or even begging your FC leader to let you build one would work! Studio spaces can range in size, and even the smallest of spaces can be viable!



For the basics of building I'm using a private chamber in my FC which is purchased for 300k Gil once a player has progressed to level 50 and reached Second Lieutenant rank in their respective Grand Company.

STEP TWO: GATHER YOUR FURNISHING ITEMS

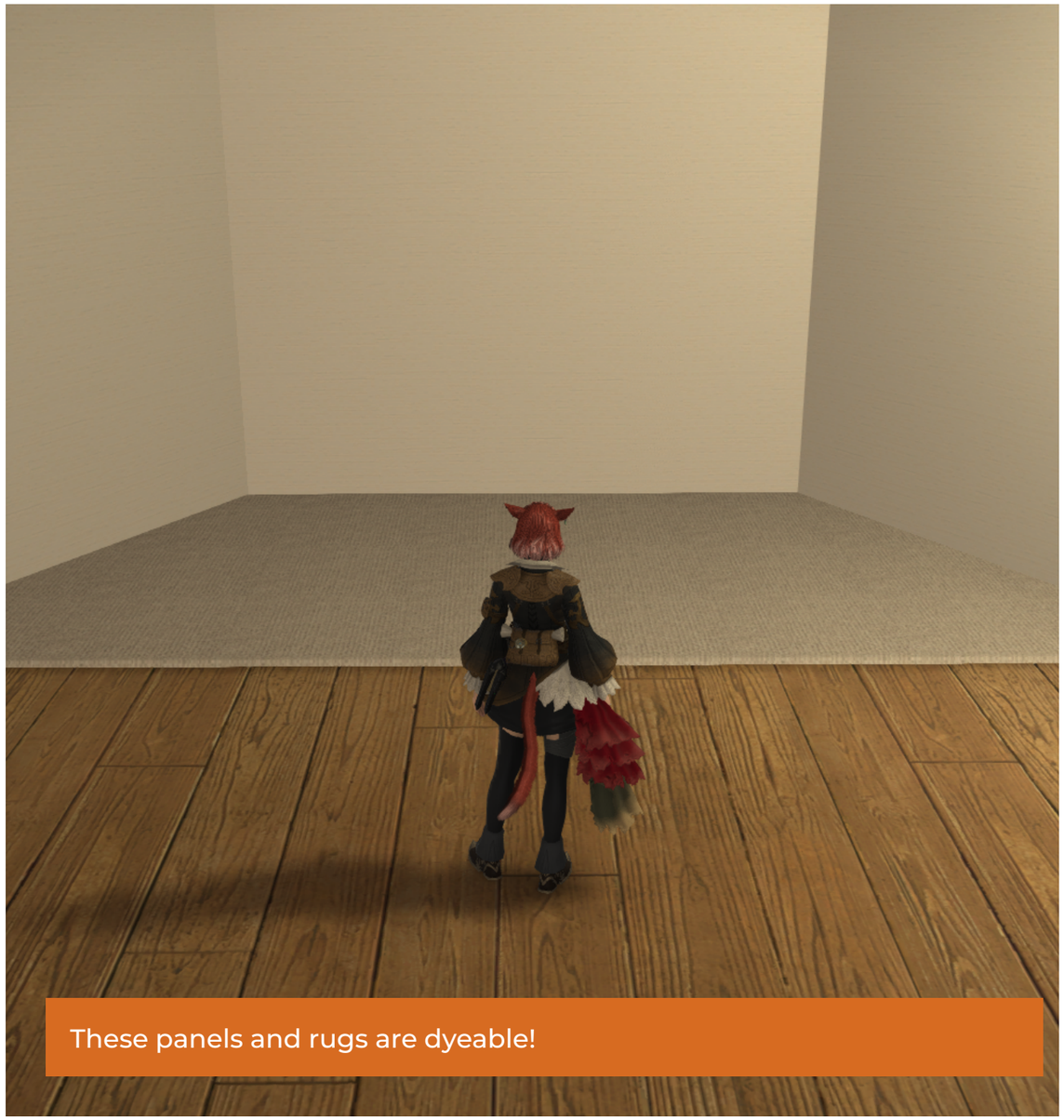
There are a ton of furnishings you can use when building a studio. The big thing to remember when building a full studio is to keep an even color between your walls and floor as you want to add uniformity to the entire background. For my studio builds, I use a total of 4 different items: Walls, a good floor, and two different kinds of lights.The first are the walls, which are purchased from the housing vendors you can place inside your housing! They are called **Stage Panels** and cost 4,000 Gil. The base color is white and offers a seamless, textureless backdrop.



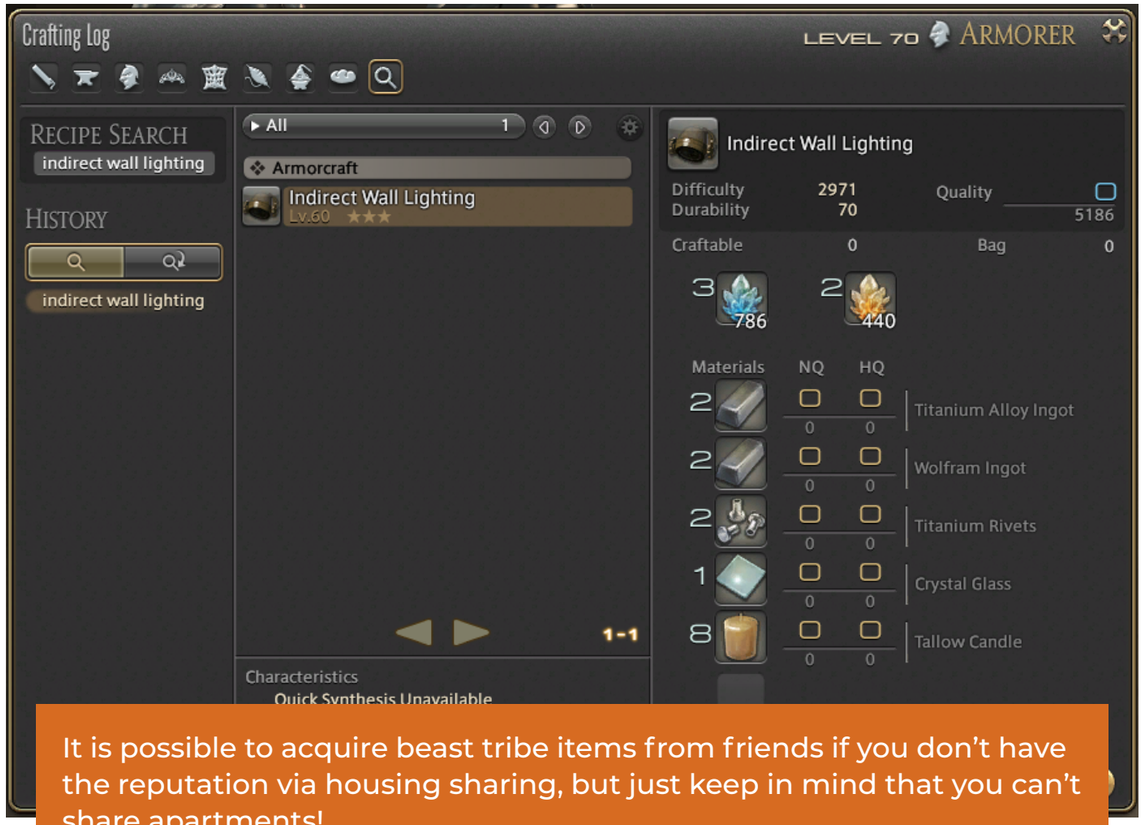
I normally purchase 3 to 4 of these when doing a single-sided studio space arranged in a bit of a semi-circle formation. Watch the seams and keep them as flush as possible.

When placing your studio, basements are the best as light from the windows can actually affect lighting a bit during daylight hours in game. If you don't have a basement, keep it as far away from the windows as possible!

The flooring items can get a bit expensive if you aren't a crafter, these are the **Combed Wool Rugs**, a level 50 weaver craft. These are perfectly flat seamless rugs that overlap very well. Depending on the size of your studio, two to four rugs should suffice.



These panels and rugs are dyeable!



It is possible to acquire beast tribe items from friends if you don't have the reputation via housing sharing, but just keep in mind that you can't share apartments!



The other two items needed are lights.

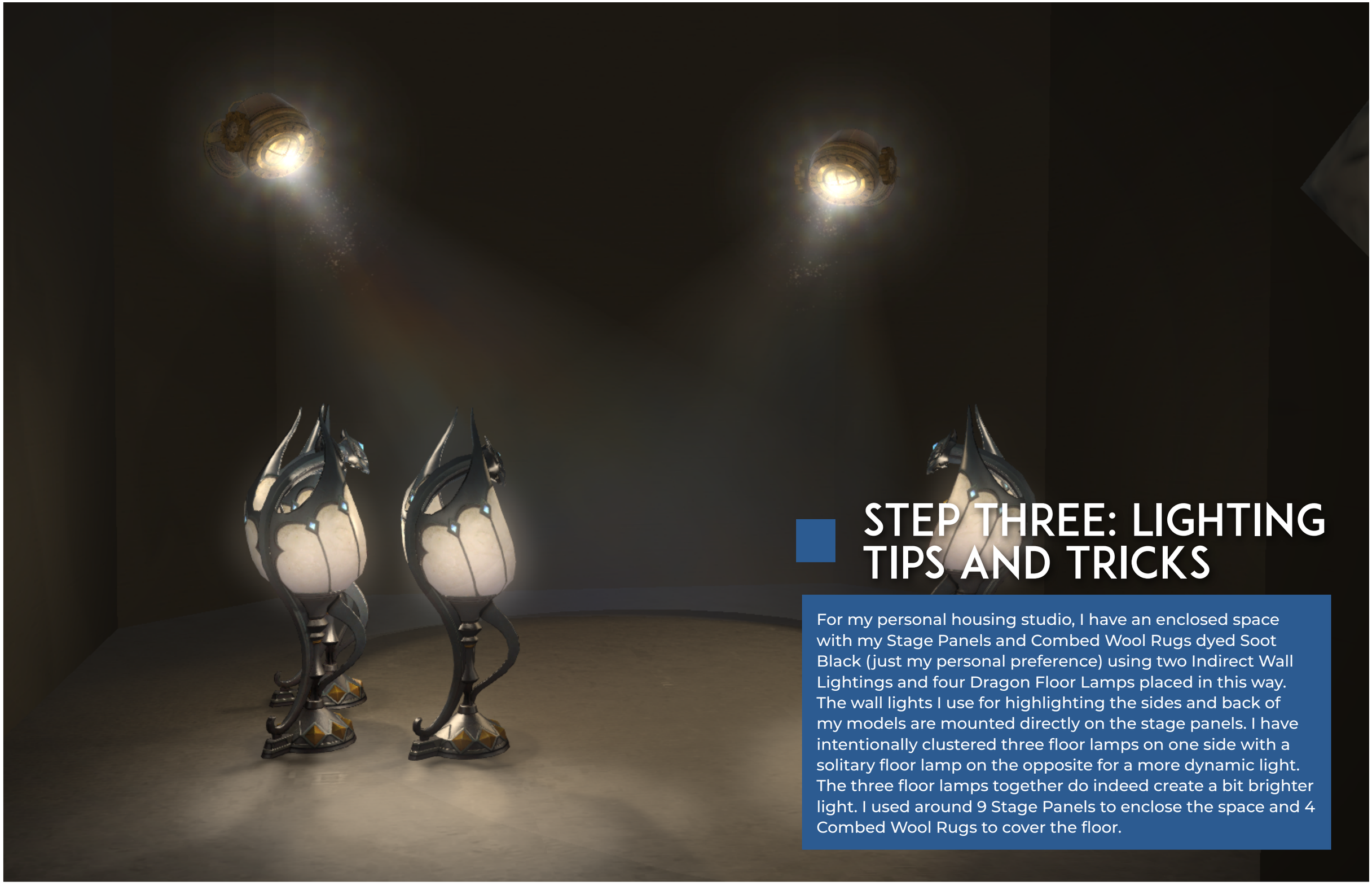
The first is the **Dragon Floor Lamp** purchased from the Moogle beast tribe vendor after gaining reputation.

The second style of lights I used are called the **Indirect Wall Lighting**. These are a limited housing item and only allow you to have two placed at a time (as of the writing of this guide) regardless of the size or style of your housing. The Indirect Wall Lighting is a level 60, 3-star recipe crafted by armorers and can also be purchased on Market Board.





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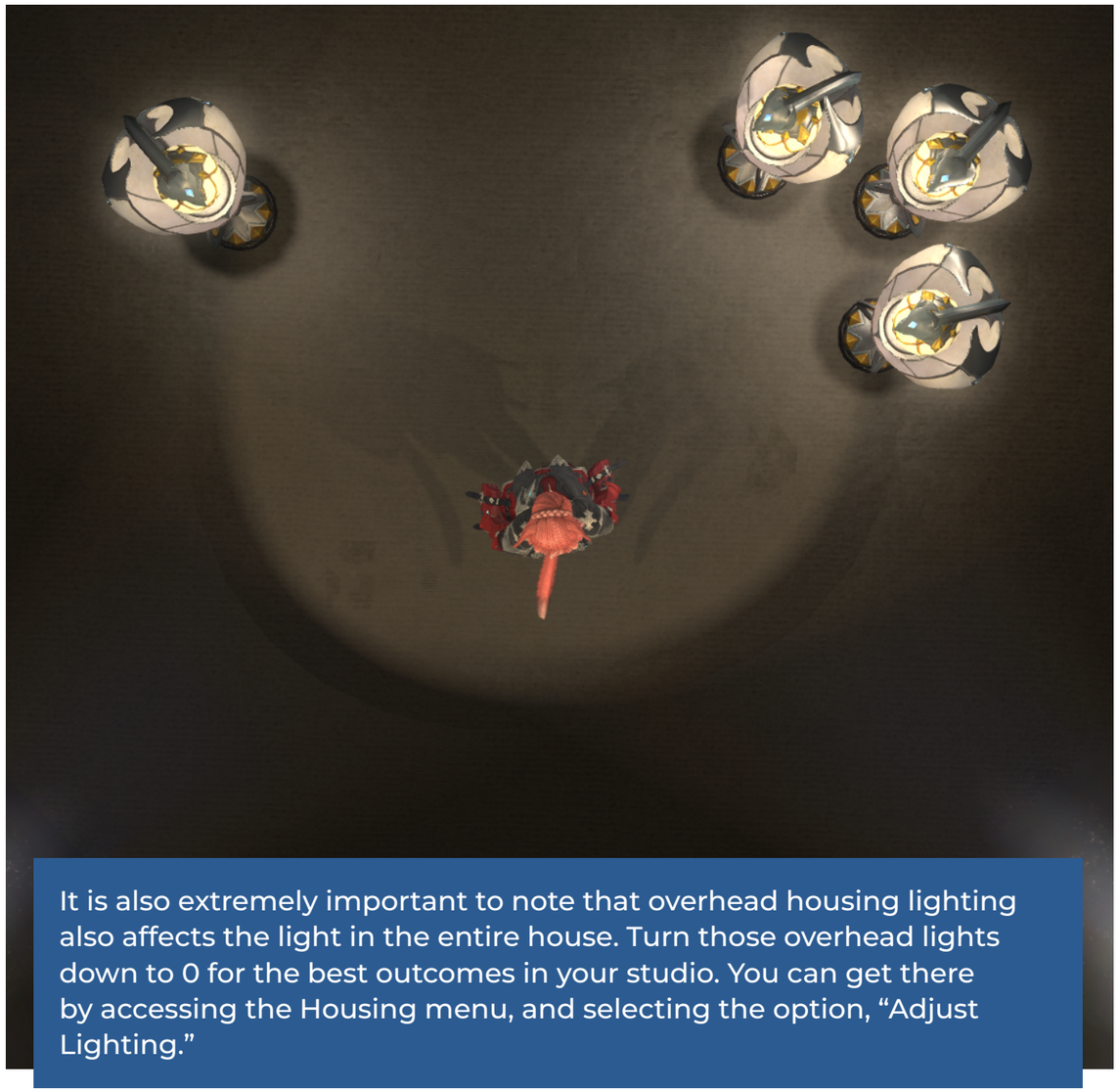


STEP THREE: LIGHTING TIPS AND TRICKS

For my personal housing studio, I have an enclosed space with my Stage Panels and Combed Wool Rugs dyed Soot Black (just my personal preference) using two Indirect Wall Lightings and four Dragon Floor Lamps placed in this way. The wall lights I use for highlighting the sides and back of my models are mounted directly on the stage panels. I have intentionally clustered three floor lamps on one side with a solitary floor lamp on the opposite for a more dynamic light. The three floor lamps together do indeed create a bit brighter light. I used around 9 Stage Panels to enclose the space and 4 Combed Wool Rugs to cover the floor.



My reasoning for using all this is to give me loads of versatility in how I place my models in the space. All of the lights used can be toggled as well, meaning you can activate/deactivate one or all desired at any given time for even more control of the studio space. This whole setup is placed in my basement as the housing's built-in windows will bleed through any walls placed too close to them (which are quite annoying during daylight hours in-game.)



It is also extremely important to note that overhead housing lighting also affects the light in the entire house. Turn those overhead lights down to 0 for the best outcomes in your studio. You can get there by accessing the Housing menu, and selecting the option, "Adjust Lighting."



PHOTO STUDIO UNLOCKED!

Lighting is even and looks great even without GShade! Silliness aside, I sincerely hope this month's guide on studio building has helped demystify the studio setup process and how to capture great images with lots of control when dealing with vanilla lighting. I love experimenting with spaces like these! The big thing from me, as always, is to get out there and try it! Move some things around, play with angles, and test different placements! I'd love to see what you would create!

If you want to see more guides, or have questions about the in-game /gpose feature, hop on into the GPOSERS community Discord and find loads of channels to share screenshots and connect with other creative people! There's also an "Ask the Photosmith" channel dedicated to asking me questions regarding composition, lighting, or anything else. Your question could be featured in future guides!

Thank you all for spending some time with me, and as always:
Happy Gposing!

Photosmith Freya

FULL-TIME PHOTOSHOP
with SENPAI



Create your own
Final Fantasy Logo!

Difficulty: Beginner

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HELLO GPOSERS!

Another issue means another Photoshop guide. And given that this issue's theme is centered around all things Square Enix/Final Fantasy, my fellow staff members thought it would be cool to make this guide a how-to on creating your own Final Fantasy-style logo. These logos often depict a titular character from each game, their silhouette filled in with a beautiful gradient posed behind that trademark "Final Fantasy" text we all know and love. This particular edit isn't all that difficult, and with today's advancements in ReShade, you could even create a preset that does this for you. But if you're interested in learning how to do this through Photoshop, read on!

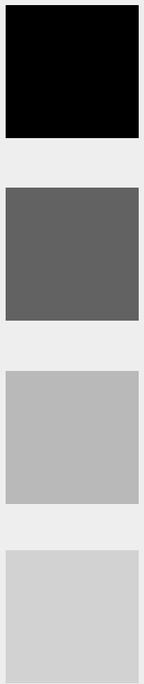
For this edit, I'll be using my own character Full-time Senpai as the backdrop for this logo. I went ahead and took this shot of him doing Shadow Wall and cropped it out ahead of time in Photoshop. For the background layer, it's just solid white. Once you have your base ready, it's time to dig in.

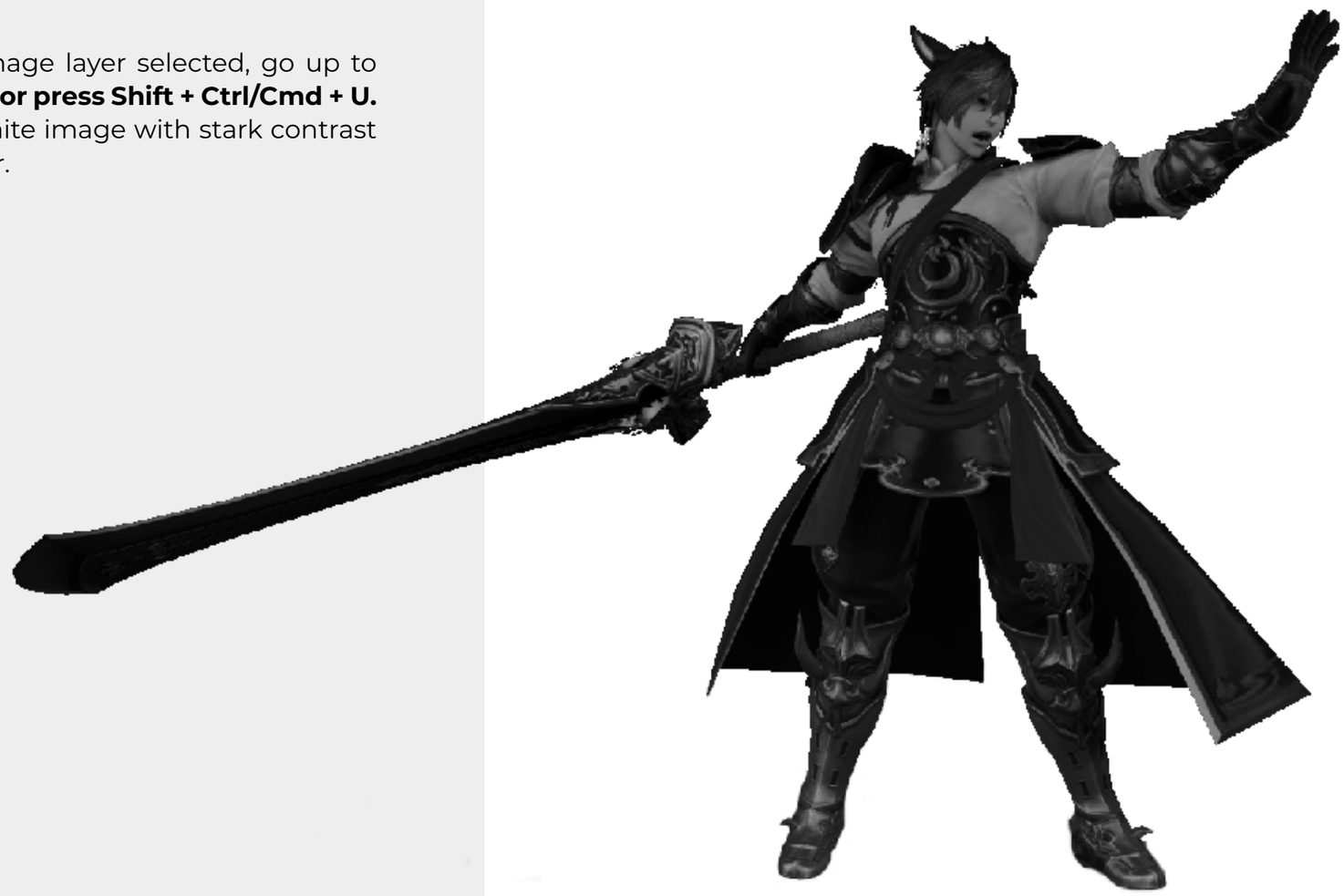
Full-time Senpai

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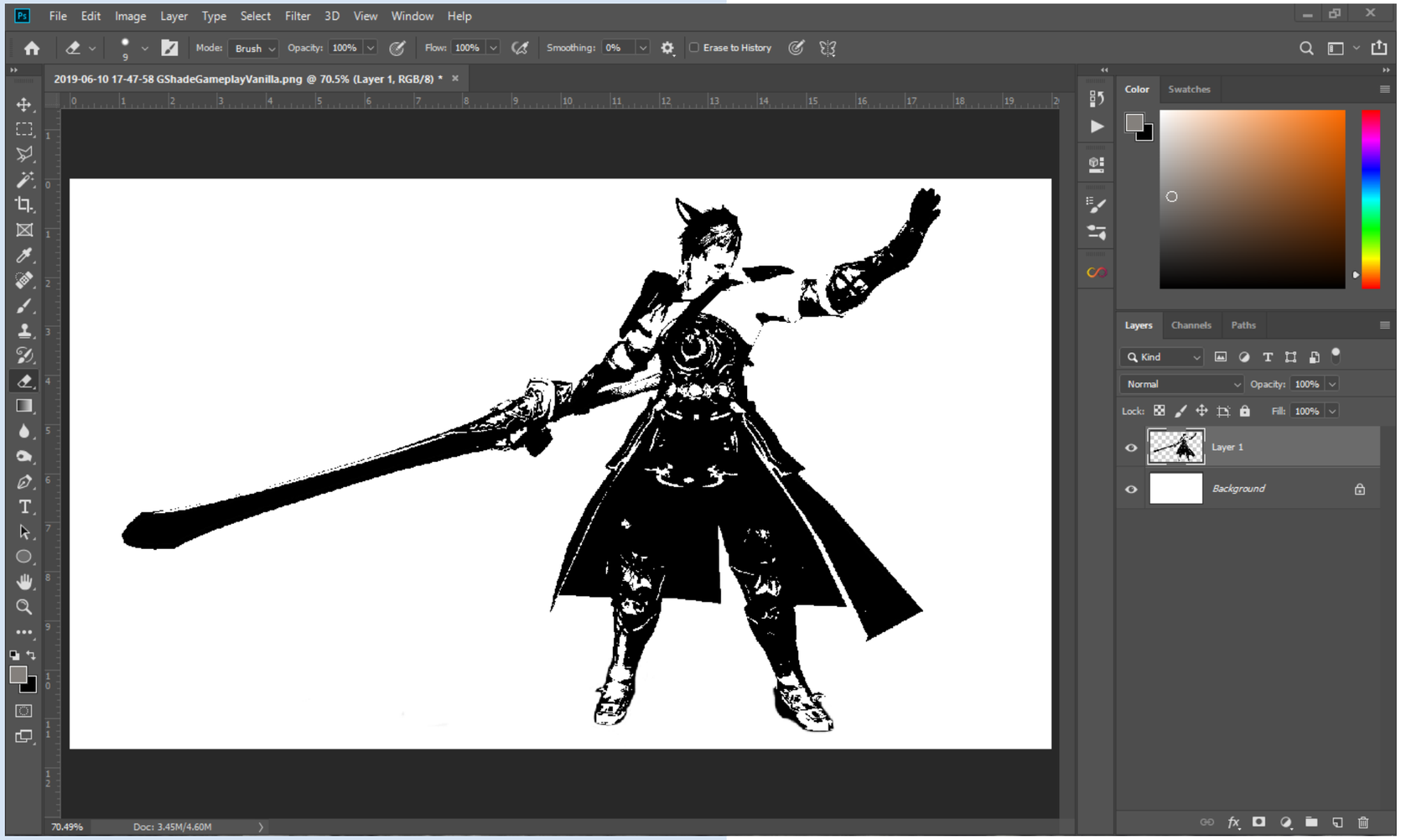
STEP 1: DESATURATE

Desaturate your image. With your image layer selected, go up to **Image -> Adjustments -> Desaturate or press Shift + Ctrl/Cmd + U.** We need to have a solid black and white image with stark contrast in order to fill it in with a gradient later.





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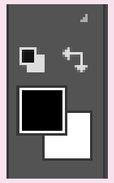
STEP 2: DEFINE THRESHOLD

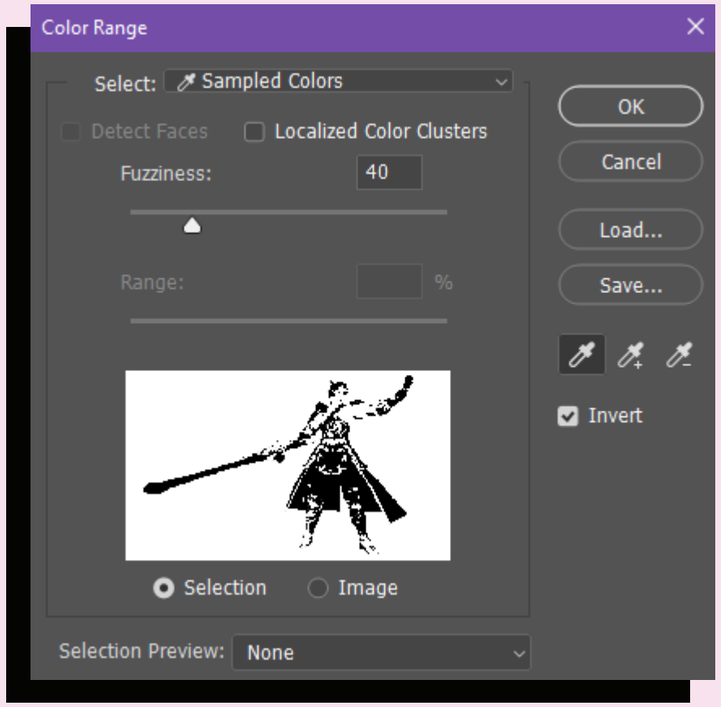
To create more contrast, we'll need to define what's black and what's white and eliminate the grays in the desaturated image. To do this, go up to **Image -> Adjustments -> Threshold**. Find a threshold that works best for you, where not too many details are lost. For me, that was around 49-53. Your character should now be completely black and white.

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STEP 3a: SET FOREGROUND TO BLACK

Here's where we start creating the section of the silhouette we want to fill in with a gradient. Before you do this, make sure your foreground color is set to black! Check on the left side toolbar, at the bottom. The top square should be black as shown:





STEP 3b: SELECT COLOR RANGE

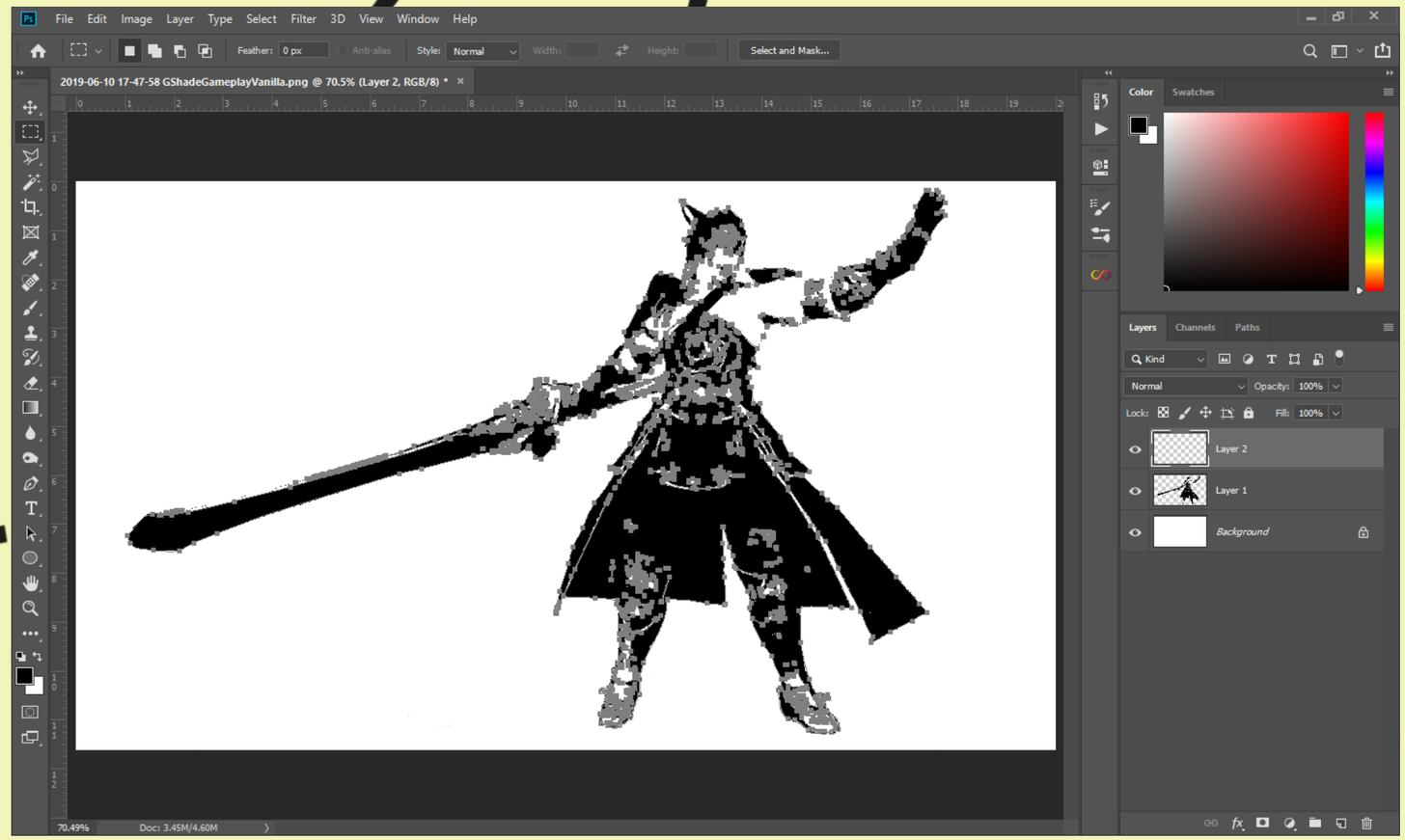
Next, select the Rectangular Marquee tool and go up to **Select -> Color Range.** Make sure your preview looks similar to what's shown in mine.

If your preview is completely white, use the eyedropper and select the portion of your character that is black. Click OK to dismiss the Color Range box and then **press Shift + Ctrl/Cmd + I to invert the selection** so that only the black parts of your silhouette are selected.

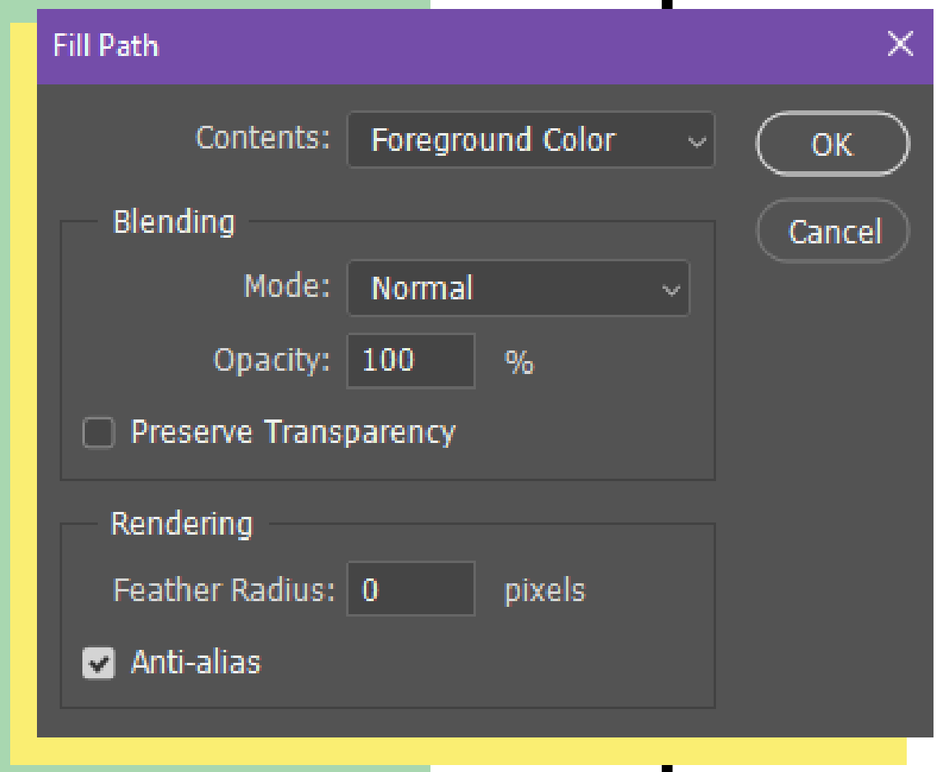
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STEP 4: MAKE WORK PATH

We're getting close to the fun parts! For now, right click on your image with your selection still active and select **Make Work Path.** In the pop-up, make your tolerance 1.0 and hit OK. Your image is gonna look pretty funky after, with little boxes everywhere, so bear with me. Create a new layer.



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STEP 5: REFINE SILHOUETTE WITH FILL PATH

With the new layer active, select your pen tool by pressing **P** and right click your image. In the pop-up, select **Fill Path**. A new window will open, make sure your settings match mine before clicking OK. Right click again and select **Delete Path** to get rid of those boxes surrounding your character. At this point, we no longer need Layer 1. You should be left with a black silhouette of your character against a white background.

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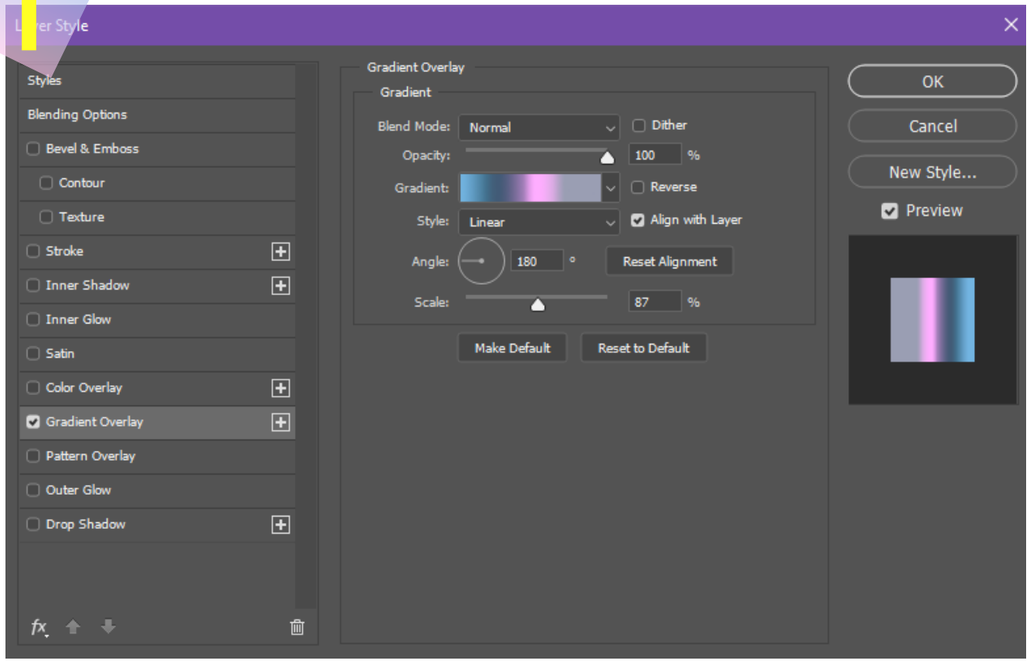
STEP 6:
GRADIENT TIME!!

Gradient time! The exciting part, the part we've all been waiting for. **Double click on the right side of the silhouette layer in the layers panel to bring up the Layer Style menu. Click on Gradient Overlay to activate it.** From here, you can change the angle of the gradient, the colors, the scale, etc. I already went ahead and put in a Final Fantasy XII style gradient, but I'll show you how to edit the colors.

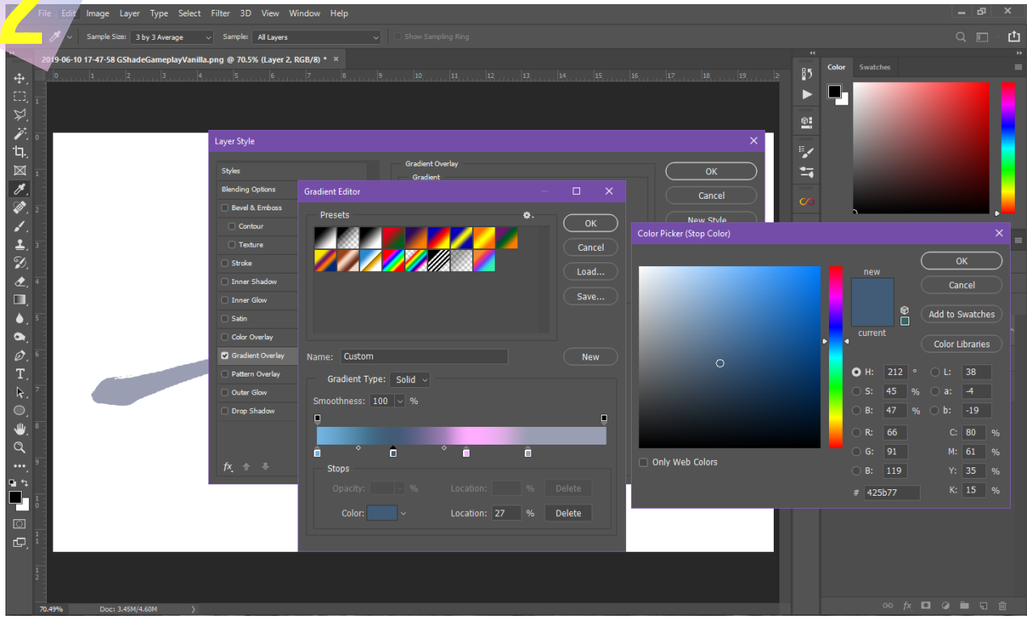
Click on the gradient box to open up the Gradient Editor box. From there, you can toy around with each individual **"color stop"**, indicating how much of each color you want, how smoothly they transition, the colors themselves, even deleting colors you don't want. To change colors, click on the tiny colored "stop" and click on the color box to open up the color window. **Enter the value you want**, or select it in the spectrum and there you go!

To get the full effect, you gotta add that awesome Final Fantasy text. I went ahead and found Square's own FFXIV logo PNG. You can type your own, or use Square's. It is important to note that Square Enix's Final Fantasy logos are registered/copyrighted, so do not use your fan-made logo for profit. This is purely for fun! That said, import or type out your Final Fantasy text, position and/or resize the text/your character, and you're done!

1



2



FINAL STEP

YOUR FINAL IMAGE SHOULD LOOK SOMETHING LIKE THIS

OPTIONAL:

As always, you can take your edit to the next level, and truly make it unique. One option is to crop your character's upper body, and align it with the text like shown:

This creates a more 'authentic' looking logo, much like you'd see in other Final Fantasy games.







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RECRUITING

AUTHORS · ARTISTS · DESIGNERS · PROOFREADERS

CONTACT THE EDITORS


YOSHI-P
Our Lord and
Savior